MAIL ORDER CATALOGUE

WINTER 1991 EDITION

MILITARY SIMULATIONS

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GUARANTEE
17 YEARS OF SERVICE

Military Simulations was established in 1974 and for seventeen years has been efficiently and reliably servicing gamers throughout Australia. All orders received are processed and shipped within 24 hours. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage and handling.

THE SHOWROOM

Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (provided they can prove membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from **9.00am** to **1.00pm** on the **first Saturday** of each month.

CATALOGUE INDEX

COMPUTER GAMES	**13**
CRAZY SPECIALS	21
DICE & GAMING ACCESSORIES	**2**
FANTASY BOARDGAMES	12
MAGAZINE SUBSCRIPTIONS	**20**
MAIL ORDER FORM	19
MINIATURES	**32**
MINIATURES RULES	17
NOVELS (see ROLEPLAYING GAMES)	**23**
PAINTS & BRUSHES	40
ROLE-PLAYING GAMES	**23**
SCIENCE FICTION BOARDGAMES	10
WARGAMES	**2**

DUNGEONS & DRAGONS $50.00

Descend into the musty bowels of Zanzer's dungeon, for within this brooding labyrinth of corridors and rooms foul creatures dwell, and treasure beyond imagining await those willing to face a malign array of guardians.

The hobby of roleplaying is first and foremost entertaining escapism, rich in its possibilities, and possessing a longevity that far surpasses any other single game. Dungeons & Dragons is a roleplaying game that chronicles the exploits of heroic adventurers in a fantasy realm. Players each create a character who will become a member of an adventuring party. Working as a team that combines their individual skills and talents, these fearless characters embark on quests that will pit them against an array of deadly adversaries and challenging situations. The rewards are indeed worthy of such dangerous pursuits, ancient riches from forgotten kings, treasures that bear great magicks, and the knowledge of experience.

In every game one player will direct the action, he or she must give substance to the environment that the characters interact with. This role is the most important, for every creature encountered and location explored should be brought to life, filling the adventure with colour and depth. Whilst the player's adventuring party assumes the role of main characters in a sword & sorcery saga, the remaining player (called a Dungeon Master) is their omnipotent guide, and certainly not their adversary.

The NEW Dungeons & Dragons Game is a complete roleplaying system, one that offers an astonishing array of supplements and accessories that can greatly expand the game's parameters. Specifically designed for low-level characters (novice adventurers who have only just begun to search for wealth and glory), beginner's will find this an ideal primer for the RPG (roleplaying game) genre. The Dungeons & Dragons Game contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a six-panel Dungeon Master's Screen (displaying all of the game's vital charts & tables), a colour map of Zanzer's dungeon, 48 standup character/monster counters, and a set of dice. Everything needed to start your own fantasy campaign is provided, including a ready-to-run adventure.

MIDDLE EARTH $25.00

When J.R.R. Tolkien wrote The Hobbit & Lord of the Rings, he crafted a fantasy world that was simply breath-taking in its grandeur, created with such imagination that it displayed a depth and maturity which transcended the realm of juvenile fiction. Employing considerable attention to detail, I.C.E. has succeeded in offering Roleplayers a game that is a sincere reproduction of Tolkien's works. Middle Earth Role Playing is a complete gaming system which enables two or more participants to roam the land that has so captivated an entire generation of readers.

The players become the heroes, and their exploits fuel legends anew. A shadow, cruel and vile, has been cast over once free nations, enslaving all who oppose, and poisoning the very soul of Middle Earth. Confronted by an insatiable evil, the characters must banish a formidable array of dire entities. Their struggle is paramount to the survival of an entire world!

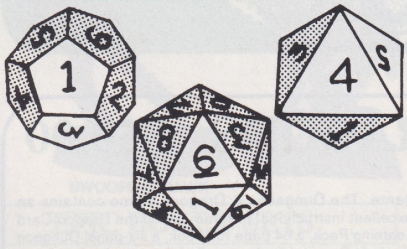
Middle Earth Role Playing (MERP) is your passport to the wondrous realm of fantasy adventure. The game's mechanics are easily assimilated, thus allowing play to be dominated by player interaction and atmosphere rather than complex dice-rolling rituals. The basic rules-structure of MERP is comprehensive in its detail, but unlike some other systems it retains a high level of playability. The game's designers knew that the Middle Earth setting was itself rich and dramatic enough to support a superb Roleplaying game.

However, having said that, it is worthwhile to examine the MERP rulebook. This 128 page softcover contains all the components required to play: a character development system that covers all the classic races (Hobbits, Elves, d Dwarves, Orcs, Trolls, et al); simple but effective magic and combat systems; gamemaster guidelines for travelling, encounters, weather, random events, etc; an enlightening bestiary of monsters, beasts and people; plus a sample adventure set in the Trollshaws.

Further accessories and modules designed specifically for this product are available (refer to page 27). Each represents a valuable source of Middle Earth miscellany and adventures to test the mettle of every player.

WARGAMES

ACCESSORIES



POLY DICE
High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, white, blue, yellow, green, purple & orange). **.60c each**

GEM DICE
As above, but more attractive & expensive. **$1.00 each**

SPARKLE & PEARL DICE
A sophisticated relation of the poly dice. **$1.20 each**

AH **AVALON HILL COUNTER TRAY**
Contains one plastic counter tray with a clear plastic 'snap-on' lid, suitable for bookshelf size games. **$4.50**

WES **WEST END COUNTER TRAY**
Larger than the Avalon Hill tray, and as such just a bit too big for bookshelf-style boxes. Plastic lid included. **$5.50**

JED **COUNTER SHEETS**
672 half-inch, die-cut counters in four colours (light green, pale blue, salmon red & gray). **$10.00**

JED **HEX SHEETS**
Three 23"x17" map sheets, with half-inch hexes. **$3.00**

ARM **HEX PAD**
Fifty 8.5" x11" pages of half & quarter inch hexes. **$7.00**

ANCIENT ERA

AH **BRITANNIA** *
3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. 256 counters and a 22"x24" mapboard. This is a very quick & entertaining game; highly recommended for those wanting a fast 'n' furious multi-player contest. **$60.00**

AH **CIVILIZATION** *
2-9 players lead fledgling nations along the path of political, economic & cultural domination during the dawn of civilization (8000BC - 250BC). This is a classic game that requires no dice, and features a very high level of non-violent player interaction. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. **$60.00**

CIVILIZATION TRADE CARDS
50 extra cards, as included in the boxed set. **$10.00**

WESTERN EXPANSION SET
Features a 22"x11" mapsheet extension. **$15.00**

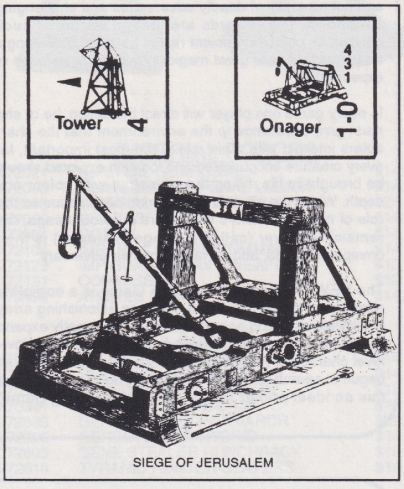
ADVANCED CIVILIZATION
This package will contain a 64-page rulebook, plus several new Civilization, Calamities & Commodity cards! **TBA**

WES **IMPERIUM ROMANUM II** ***
Recreates 700 years (with 35 scenarios) of the Roman Empire, from cultural superiority to decadent collapse. For 2 to 6 players. Rules include the political & economic conflict. 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x51" map covers the ancient world from Britannia to Parthia. **$70.00**

VIC (THE) **PELOPONNESIAN WAR** ***
Recreates the 28 year war fought between the Athenian Empire and the Spartan Coalition. Beginning in 431BC, players must plan for both economic and military domination. This is a strategic study suitable for solitaire or group (up to 7 people) play. With 4 scenarios. Due Aug? **$65.00**

AH **REPUBLIC OF ROME** **
A diplomatic card 'n' counter game of temptation and danger for 3-5 players, each representing a faction of influential Senators vying for the Consulship of Rome - and all the power, wealth & influence that can be gained by fair means or foul! Recreates 250 years of Roman Republic history, from the tremendous struggle against Carthage to the assassination of Julius Caesar. **$85.00**

AH **SIEGE OF JERUSALEM** ***
Set in 70AD: 4 Roman legions with assorted towers, rams and ancient artillery must breach the multi-walled Zealot city before they themselves are exhausted by attrition. Although the Romans are a superior force, their engineers must breach a fortress constructed of numerous defensive positions. Contains a huge 34"x48" city mapsheet (50 meters per hex) and 696 counters (200 men per unit). With 1 scenario and a lengthy campaign. **$75.00**



SIEGE OF JERUSALEM

COMPANY CODES

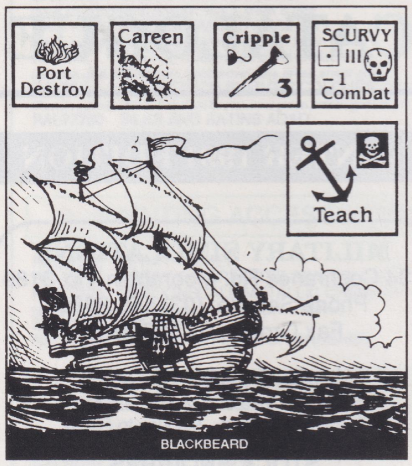
ADG	Australian Design Group
AH	**Avalon Hill**
COA	Clash of Arms
COM	**Command Magazine (XTR Corp)**
EMS	Engelman Military Simulations
FAS	**Fasa Corp.**
FGA	Fresno Gaming Association
GAM	**Games Workshop**
GDW	Games Designers Workshop
GMT	**Unknown** (Get More Tanks?)
GRD	Games Research & Design
IRO	**Iron Crown Enterprises**
JED	Jedko Games (Melbourne)
LEA	**Leading Edge**
MB	Milton Bradley Games
OME	**Omega Games**
SDI	Simulation Design Incorporated
S&T	**Strategy & Tactics Magazine**
STE	Steve Jackson Games
SUP	**Supremacy Games**
TAS	Task Force Games
TGI	**The Gamers (Inc.)**
TSR	Tactical Studies & Research
VIC	**Victory Games (Avalon Hill)**
3W	World Wide Wargames
WES	**West End Games**

WARGAME COMPLEXITY KEY

* **BASIC**: Ideal for beginners
** **INTERMEDIATE**: For novice players
*** **ADVANCED**: For experienced gamers
**** **MASTER**: Gung Ho veteran gamers only

MIDDLE AGES

AH **BLACKBEARD** *
Utilizing a fast action-card system, this 1 to 4 player game recreates the Golden Age of Piracy. Infamous rogues and downright sadistic villains ply the world's oceans for merchants to plunder or ports to raid, whilst equally audacious King's Commissioners hunt for corpses to dangle from their yard-arms. The mechanics include ship refitting, crew morale & historic data. **$80.00**



BLACKBEARD

AH **FEUDAL** *
2-6 player chess-style game representing a furious clash of arms between feudal Kings. The armies are represented by 36 plastic figures, and include kings, princes, dukes, castles, knights, sergeants, squires, archers & pikemen. A plastic, hole-punched board marked with clear, forest & mountainous terrain is the realm that will become the victor's kingdom. Features a hidden initial set-up. **$55.00**

AH **KINGMAKER** **
Popular 2-6 player game of the chaotic English Civil War: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, and a distinct lack of mediaeval chivalry! This game is rife with bold tactics, uneasy alliances and devious conspiracies. **$55.00**

AH **NEW WORLD** *
2 to 6 European powers of the 15th to 18th centuries explore, conquer and ultimately colonise the Americas. Players must build fleets to transport people to the New World, and to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands. Soldiers must protect territory from native uprisings and foreign incursions - or be used for military excursions. **$60.00**

MB **SHOGUN** **
As many as five players can participate in this entertaining game of empire building in feudal Japan. Carefully established alliances, and their sudden deceitful forfeiture, has as much influence over the struggle for power as effective military confrontations. The mechanics include economic strategy, leader experience, ninja assassinations, fortresses, ronin mercenaries, and more. Components feature a large mapboard plus 406 (!) plastic miniatures representing various troop types. Great fun. **$80.00**

NAPOLEONIC ERA

AH **EMPIRES IN ARMS** ****
A richly detailed grand-strategy recreation of the Napoleonic Wars of 1805-1815. 2 to 7 players must endure political treachery, economic hardship and war as they guide a nation(s) through a maze of conflicting national interests and military ambitions that characterised this bloody era of European history. With 1008 counters and two 25"x35" maps. No other simulation covers the entire campaign with such scope or grandeur. **$80.00**

AH **ENEMY IN SIGHT** *
Agile Frigates and majestic 'Ships of the Line' clash in this entertaining 18th Century naval combat card game. The fast-playing mechanics recapture the character of this bold era of sail - frantic boarding parties, blockades, Fire Ships, and desperate port calls for repairs. For 2 to 8 players. With 40 counters & 176 colour cards. **$25.00**

(LA BATAILLE DE) ESPAGNOL-TALAVERA

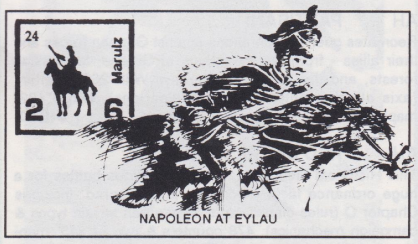
COA **ESPAGNOL-TALAVERA** **
Portuguese mercenaries have invaded the Iberian Peninsula, and threaten the very throne of Spain. Before the gates of Hispanic-Talavera the radically different English & Spanish Armies clash with King Joseph Napoleon's multi-national Armee de Espagne. A "masterfully executed" grand tactical game with four 22"x17" maps and over 700 counters. **$45.00**

TSR **LA GRANDE ARMEE** ***
Recreates the campaigns in France, Central Europe & Russia during the ten year span of the French Empire. Includes three Grand Campaigns with smaller campaign scenarios. The mechanics include strategic, political & diplomatic options, plus a unique combat system. For 2 to 4 players. 1200 counters and four 22"x34" maps. **$45.00**

COA **LIGNY - QUATRE BRAS**
These scenarios cover the opening battles of the Waterloo campaign at regimental & battalion level. Both will also contain the new edition of the Standard Rules. **TBA**

AVA **NAPOLEON** *
A little gem of a game that is an ideal primer for beginners. 2 to 3 players begin their contest with the French invasion of Belgium, maneuvering units of infantry, cavalry, artillery & horse artillery in a grim campaign of conquest and survival. The forces involved are represented by 48 sturdy wooden pieces that feature hidden unit strengths and a simple step-reduction system for battle attrition. **$35.00**

S&T138 **NAPOLEON AT EYLAU** *
A rather simple, yet highly addictive, game of the battle for Poland and East Prussia in the winter of 1807. Each turn represents an hour, whilst every hex equals 175 yards. With 4 pages of rules, 120 counters, a 22"x34" map, and excellent historic articles. Good for beginners. **$10.00**



NAPOLEON AT EYLAU

COA **NAPOLEON AT LEIPZIG** ***
A third, and more decisive, victory was needed in Germany or the shrinking French Empire would finally collapse. But Napoleon's many enemies sensed a weakness, and like wolves they stalked his loyal troops. Six days of grueling maneuver and bitter combat would decide the fate of Europe. Features three levels of rules complexity, with play options for 1 to 8 players. Components include 350 counters plus two 34"x22" maps. **$45.00**

OME **NAPOLEON'S LEIPZIG CAMPAIGN** ***
An operational-level game of the 1813 campaign between Prussia, Austria, Russia & France. A 'maneuver map' historically recreates troop marching abilities, restricted lines of communication, the role of fortresses, the impact of weather & the struggle with logistics/attrition. Command-control restrictions simulate the handicaps & advantages that the antagonists faced. Can be played solitaire. **TBA**

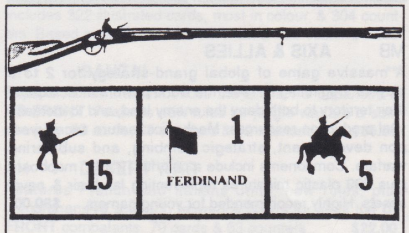
COA **PREUSSISCH-EYLAU** **
A definitive study of Napoleon's winter battle in Prussia (1807) against the remnants of the Hohenzollern army and the forces of the Czar. Each hex represents 100 meters & every counter portrays a single regiment, battalion, battery, or leader. Includes detailed orders of battle, and a historic narrative. With four 22"x17" maps & 960 counters. **$55.00**

COA **THE EMPEROR RETURNS** ***
Recreates the confrontation between the French Armee du Nord & troops of the 7th Coalition during mid 1815. The Anglo-Allies were steadfastly postioned around Waterloo, Napoleon's forces had to defeat them before the Prussians joined the fray. The game begins with the desperate maneuvering that historically led to the battle of Waterloo, players may however change strategies & succeed where Napoleon failed. 240 counters and a 22"x34" map. **$40.00**

AH **WAR AND PEACE** **
Covers the Napoleonic wars of 1805-15: where the forces of 6 major and 19 minor European powers fought for domination from the rugged mountains of Portugal to the bitter Russian steppes. Contains Four 11"x16" mapboards, 1040 counters, 9 scenarios & a multi-player campaign. Historically accurate game of grand strategy made easy. **$60.00**

OME **WAR TO THE DEATH** **
From 1810 to 1813 the French struggled for control of the Iberian Peninsula, but ultimately it was the tenacious Spanish and English forces that were victorious. Special rules include guerrilla & counter-guerrilla operations, the role of various fortifications, sea movement, ambushes, French harvests, attrition and Napoleon's intervention. **TBA**

TSR **WELLINGTON'S VICTORY** ***
A grand tactical simulation of the battle for Waterloo. Scale is at battalion/regiment level, with individual commanders and chits used to indicate various battlefield formations and combat styles. Contains four 22"x34" maps, and 2,000 counters. Can be played by two or three people. **$45.00**



WAR AND PEACE

AH **WOODEN SHIPS & IRON MEN** **
Naval warfare from 1776 to 1815. Players are able to create single ship duels or complex fleet engagements. Uses simultaneous hidden movement, plus a wealth of technically competent game-mechanics, to create a superb simulation of sea-borne battle during the age of fighting sail. With 27 scenarios, a 22"x28" mapboard & 180 counters. Highly recommended by avid gamers. **$50.00**

AMERICAN CIVIL WAR

TGI **AUGUST FURY** **
The 2nd Battle of Manassas - Lee's Army of Northern Virginia invades the North, but is cut in half by Union forces. The two 22"x28" maps allow for more structured, realistic maneuvers - victory will be the reward for skillful & bold play. Units that were historically too late to have an effect on the conflict are included as optional reinforcements. The rules employ a realistic command system, close combat movement, and five states of troop morale. 6 scenarios with 8 variants. With 550 counters. **$55.00**

TGI **BARREN VICTORY** ?
Covers the the three day Battle of Chickamauga at Brigade level. Includes two maps and 560 counters. **TBA**

TGI **BLOODY ROADS SOUTH** ?
A Brigade-level simulation of the Battle of the Wilderness - probably the South's last chance for victory. **TBA**

COC (THE) **BLUE AND THE GRAY** **
A non-complex grand strategy game that covers the entire civil war. Game mechanics will include such details as industrial centers, variable troop quality, Southern recruiting practices, et al. Components feature one map, 600 counters, 5 scenarios and a campaign. **TBA**

FGA **CIVIL WAR CLASSICS** Vol. 1 **
Covers the battles of Pea Ridge & Shiloh. Includes short introductory scenarios, as well as more detailed & lengthy simulations. Mechanics include fire & melee combat, with leadership modifiers and morale effects. For 1 to 4 players. With 300 counters (demi-brigade), a 17"x22" map (Pea Ridge) and a 22"x34" map (Shiloh). Due Sept. **$60.00**

FGA **CIVIL WAR CLASSICS** Vol. 2 **
Features the battles of Mechanicsville/Gaines' Mill and Antietam. Similar mechanics as the above game. **TBA**

GDW **HOUSE DIVIDED** 2nd Ed. *
Introductory level grand strategy game, covering 1861 to 1865. The fast playing rules have an emphasis on lines of communication & accumulative unit combat experience. With 160 counters & a 17"x22 " map. A classic beginner's simulation that comes highly recommended. **$55.00**

VIC **LEE VS. GRANT** **
The tenacious wilderness campaign of 1864 - the Army of the Pontomac must capture Richmond from Lee's Army of North Viginia. To both forces, this city's strategic value was worth a veritable river of blood. With 520 counters, a 22"x32" map, 9 scenarios and 3 campaign games. **$50.00**

COA **MARCHING THROUGH GEORGIA** ***
Recreates the battle for Atlanta - three Union armies must drive back the numerically inferior, but fiercely defensive, Confederate Army of Tennessee. Victory will be dependent upon skillful troop maneuvering and the cunning use of hidden unit strengths. With two 17"x22" maps, 240 counters, 3 scenarios and a 40-turn campaign. **TBA**

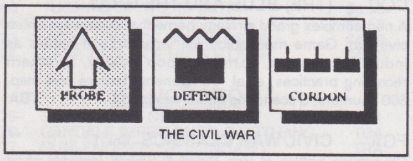
COA **MISSISIPPI FORTRESS** ***
Strategic simulation of the 1863 Union campaign that culminated in the capture of Vicksberg & the splitting of the Confederacy. Rules include weather, Union gunboats, rebel shore batteries, the siege of Vicksberg, and hidden unit strengths. A game of bluff, skill, and maneuver. **TBA**

FGA **THE CIVIL WAR** ***
A very large simulation that covers the entire conflict, stressing both tactical combat resolution and maintenance of auxiliary services (production, supply, blockades, etc). The mechanics feature unique leadership rules, and a combat resolution system that combines a standard maxtrix with troop morale and a range of attack/defend mode chits (ie: Escalated Assault, Probe, Outflank, Cordon, Echelon, etc). Components include three 22"x34" maps and 2000 backprinted counters. **$90.00**

COA (THE) **THIN GRAY LINE** ***
This strategic simulation will feature a revised rules system, extra scenarios (Salem Church, Chancellersville, and the 2nd Battle of Fredericksburg), a comprehensive campaign game, three 22"x34" maps & 300 counters. **TBA**

CIVIL WAR CLASSICS - VOLUME I

TGI **THUNDER AT THE CROSSROADS** **
A full treatment of the battle for Gettysburg. Comprehensive rules include close combat exploitation, extensive troop moral, combat straggling (which creates the ebb & flow of battle), visibility & leader quality. Two 22"x28" maps allow players to fully exploit the more subtle or brash aspects of maneuver. There are also a few hypothetical "What if?" variants available. With 560 counters. **$50.00**



THE CIVIL WAR

WORLD WAR ONE

GDW **BLUE MAX** 2nd Ed. *
Features stunning box cover art plus new rules for altitude levels and damage spin-outs! The mechanics allow for fast 'n' furious dogfights between multiple players, with the option of playing long-term campaigns where novice pilots fight for ace-status. Has a bland 22"x28" map, 146 chits and 60 really great aircraft counters! **$55.00**

AH **DIPLOMACY** *
A classic game of trust & treachery, and bluff & backstab for 2-7 players, leading pre-WWI European powers through the pain and power of international politics. No dice required! 112 plastic counters and a 22"x24" mapboard. Find out who your real friends are! **$35.00**

GAMER'S GUIDE TO DIPLOMACY
Details player/nation strategies, postal Diplomacy, tournaments, variant rules, and more. 36 pages. **$15.00**

DIPLOMACY PIECES
A set of plastic counters as used in the boxed set. **$3.00**

AH **KNIGHTS OF THE AIR** **
Join Europe's elite combatants as they contest for the skies over the blasted trenchlines. This is a superior aerial combat simulator for 1-6 aspiring pilots, players are able to partake in aerobatic individual duels or frenzied team brawls. The combat mechanics utilise a fast-playing (and hidden) card based maneuver system. Contains 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. Features variable pilot experience, and historic aircraft capabilities. **$50.00**

VIC **PAX BRITANNICA** ***
A 4-7 player game of empire building and global confrontation during the age of colonial expansionism. The Great Powers vie for wealth and esteem as they maneuver administrative or military assets to distant lands. Play involves astute resource investment & cunning diplomacy - but beware the spectre of world war. With 666 counters and two 22"x32" maps. **$60.00**

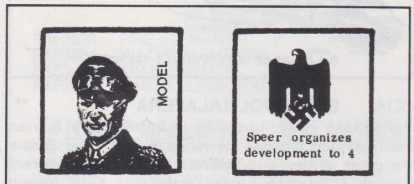
PAN **WARLORDS** **
An entertaining 3 to 7 player game of political diplomacy and military expansionism in China from 1916 to '50. The mechanics include famines, revolts, foreign aid, guerrilla warfare, taxation, and more! Each Warlord's stratagem must include liberal doses of bribery, coercion & negotiation, as well as careful resource management & military planning. With a 19"x23" map & 252 counters. **$10.00**

WORLD WAR TWO

MB **AXIS & ALLIES** **
A massive game of global grand-strategy for 2 to 5 players. Beginning in 1942, the world powers must expand their territory to both deny the enemy land, and to increase vital production resources. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard plus 299 plastic minatures representing land, air & naval assets. Highly recommended for young gamers. **$80.00**

JED **EUROPE AT WAR** *
1-4 players command the economic and military growth of a European power from 1941 to '45. With 282 counters & three 8"x22" mapboards. Includes naval elements, Japan's influence on Europe, the A-bomb, & political options (such as the assassination attempt on Hitler). **$20.00**

TSR **EUROPE AFLAME** **
A 2-4 player simulation of the European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until engaged. Mechanics include area movement, partisans, para's, garrisons & production. With a 21"x35" mapboard & 236 counters. Great low-complexity variant on the grand-strategy theme. **$55.00**



EUROPE AT WAR

JED **FIELD MARSHAL** *
A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. **$20.00**

AH **HITLER'S WAR** **
The European & Mediterranean struggle in a compact format. Players must decide upon war direction, production priorities & research, as these non-combat tasks are a vital aspect of ultimate victory. With 520 counters (mostly chits), a 16"x22" mapboard & 3 scenarios. A quick, colourful coffee-table sized game of grand-strategy. Includes the Allied bombing campaign and the U-Boat threat. **$50.00**

ADVANCED SQUAD LEADER

Certainly the most realistic & historically detailed tactical WWII system available. A very high quality production that features intricate game mechanics - 2 minutes per game turn, 40 metres per hex, and with each counter representing a squad of 5 to 10 men, or a single vehicle, leader & support weapons. It is recommended that players familiarise themselves with **SQUAD LEADER** first!

AH **ADVANCED SQUAD LEADER** ****
Rulebook ONLY - a sturdy 3-ring binder in an impressive dust cover. Inside are 176 pages of text with 8 valuable data cards. Featured chapters are - Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles and Design Your Own (with complete German & Soviet equipment notes). This is an outstanding production with superb graphics! With an introduction and index. **$80.00**

AH **ASL ANNUAL '89**
11 comprehensive articles & 18 scenarios. **$20.00**

AH **ASL ANNUAL '91**
ASL essays & lots of new scenarios. Due Aug? **$25.00**

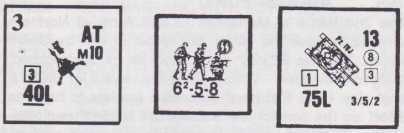
AH **BEYOND VALOR**
Contains an extensive German & Russian force pool: 2396 counters representing AFVs, soft-skinned vehicles, artillery, infantry support weapons, leaders, gun crews, regular & elite troops, game markers and more. With four 8"x22" mapboards (#20-23) and 10 scenarios. **$90.00**

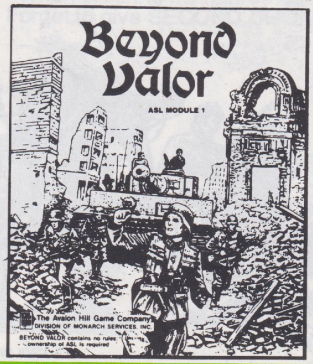
AH **CODE OF BUSHIDO**
Presents chapter G - rules for the Pacific theatre, (new terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc) and the Japanese additions for chapter H. With 660 counters, 4 mapboards (#34-37) and some very densely tangled terrain overlays. **$95.00**

AH **GUNG-HO!**
Contains the remaining rules for chapter G (cave fighting, landing craft, bulldozers, the tropical climate, beach/river assaults, naval gunfire, etc), two mapboards (#38 & #39), various terrain overlays, 8 scenarios, and counters for the US Marines, the early US Army, the entire Chinese OB & landing craft for everyone! Due Sept? **$100.00**

AH **HEDGEROW HELL**
Deluxe ASL module - contains 8 west-front scenarios and four 11"x26" wilderness mapboards, each with a 2.2" hex grid. The very large hexes eliminate on-board clutter, and allow for a more fluid game. **$70.00**

AH **HOLLOW LEGIONS**
The Italian supplement. Components include two desert mapboards (#30-31), 652 counters (vehicles, weapons & troops), 8 multi-theater scenarios, and the relevant expansions for chapters H (12 pgs) and N (4 pgs). **$60.00**





AH **PARATROOPER**
Introductory ASL - details small unit actions with the 82nd & 101st Airborne Divisions in Normandy. Contains ALL the necessary counters & markers (478) for the 8 scenarios, plus one (#24) mapboard & chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4. **$50.00**

AH **PARTISAN!**
Recreates guerrilla operations against German forces and their allies - from the mountains of Greece, to Russian forests, and the streets of Warsaw. With 260 counters (axis allied infantry & support weapons), two 8"x22" mapboards (#10 & #32) and 8 scenarios. **$40.00**

AH **RED BARRICADES**
This Historical Module features the vicious battles for a huge ordnance factory complex in Stalingrad. Includes Chapter O (rules clarifications, new urban terrain types & campaign mechanics), 478 counters & two 31"x45" mapsheets (with 1 inch hexes). There are 7 standard scenarios and a huge Red Barricades campaign. **$60.00**

AH **THE LAST HURRAH!**
8 challenging, & sometimes quirky, scenarios from 1939 to '41. With 2 mapboards (#33 plus a new #11) and 260 counters (Allied minor infantry & support weapons) **$40.00**

AH **WEST OF ALAMEIN**
Features 1264 counters representing British vehicles, ordnance, support weapons and troops from 1939 to '45. Plus Chapter F (rules for desert warfare), and Chapter H notes on British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **$99.00**

AH **YANKS**
Obviously this is the American expansion set, it has 1048 counters that offer the usual plethora of AFVs, equipment and grunts. There are also four 8"x22" mapboards (#16-19), 8 scenarios, chapter E (26 pages of 'miscellaneous' rules), and U.S. vehicle notes for chapter H. **$90.00**

FUTURE RELEASES: work is currently in progress on another historical module, plus a French expansion set.

AH **NAVAL WAR** *
An amusing Beer 'n' Pretzels game of large fleet battles. 3 to 6 degenerate gamers collect an array of multi-national warship cards, plus various action cards, and then shout furiously at each other, recklessly flinging dice, until someone wins! 162 cards represent a varied selection of warships, from the Yamato & Ark Royal, to lowly torpedo boats. Fast entertainment for old game hacks. **$25.00**

SQUAD LEADER

AH **SQUAD LEADER** 4th Edition ***
An award-winning, and still popular, tactical game of small-unit combat . 712 counters include support weapons plus vehicles for German, Soviet & U.S. forces. Four 8"x22" mapboards feature urban & wilderness terrain. A comprehensive, quality simulation with 12 scenarios. **$70.00**

AH **CROSS OF IRON** 4th Edition ****
An east-front expansion module for **SQUAD LEADER** that features a restructured armor and artillery system, as well as new troop types (ie: elite) & support weapons. Includes 8 scenarios, an 8"x22" mapboard & 1096 counters. **$65.00**

AH **CRESCENDO OF DOOM** ****
Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards & 1324 counters. **$60.00**

AH **GI: ANVIL OF VICTORY** 2nd Ed. ****
Yep, it's the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards & some terrain overlays. **$75.00**

AH **THIRD REICH** 4th Edition ****
A classic grand-strategy simulation. This challenging game covers the war in Europe and the Mediterranean from 1939 to '45, with full historic integration, plus some hypothetical variants. 2 to 6 players must boldly lead their nations through the turmoil & triumph of history's darkest years. With 550 counters (Corps level) & a 22"x32" mapboard (60 miles/hex). Includes 3 'short' scenarios. **$60.00**

AH **GAMER'S GUIDE TO THIRD REICH**
A 48 page magazine that features comprehensive articles on national military strategies, advanced tactics, economic management, and diplomatic planning. **$10.00**

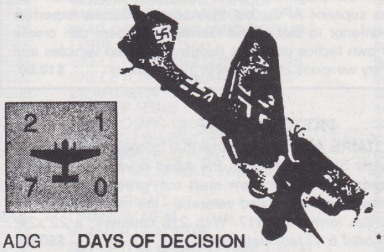
AH **UP FRONT** **
Unique game of man-to-man combat in Europe that uses data cards to represent individual soldiers, heavy equipment & vehicles. Cards are also used to determine terrain type and to prompt various actions. This boxed set includes 322 illustrated cards, most in colour, & 304 counters. Based on **SQUAD LEADER**, but a little easier. **$60.00**

AH **BANZAI** **
Expansion set that introduces the English & Japanese to **UP FRONT**. Features new rules for jungle warfare & solitaire play. 80 cards, 63 counters & 12 scenarios **$30.00**

AH **DESERT WAR** **
Features French and Italians units, new rules, plus comprehensive scenario reference charts for all of the **UP FRONT** combatants. 70 cards & 63 counters. **$22.00**

OME **VICTORY IN EUROPE** 2nd Ed. **
A Corps/Army level game recreating the collapse of the Third Reich from Dec. 1944 to May '45. Germany's dramatic recovery from earlier defeats would ensure a bitter struggle. The mechanics feature post-assault reserves commitment, air support, sea movement, economic loss, and airborne operations. Includes a 22"x30" map and 400 counters. Due ? **$45.00**

ADG **WORLD IN FLAMES** 5th Edition ***
Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea & air operations. With 1200 counters (32 nationalities). For 2-6 players. **$65.00**



ADG **DAYS OF DECISION** ***
1 to 7 players jockey for world political & military pre-eminence from 1936 to '39. An abstract combat system recreates the Spanish Civil War, the Russo-Jap' & Sino-Jap' conflicts, an Italo-French struggle, etc. Features economics, coups, allegiances & elections. Includes new campaign rules for World in Flames plus units for more minor countries, etc. Contains 200 counters, a 24"x16" political map, a mini-map of Spain, and more! **$50.00**

TSR **WWII - EUROPEAN THEATER** ***
Grand strategy for 2 to 5 players, covering the European and Middle East theaters from 1939 to '45. Includes air & naval operations, production, command structures, etc. The mechanics are detailed - each Seasonal Turn features 4 Phases & 10 Steps, while Monthly Turns have 6 Phases & 28 Steps! Components include two beautiful 23"x34" maps and 1200 counters (representing 19 nations). See also **WWII - PACIFIC THEATRE** on page 7. **$85.00**

3W **2WW** (Ziplock Bag) *
A beginner's-only game of the European conflict. Components include four pages of rules, 80 counters (including naval assets), and a 11"x17" map. More information will be provided next catalogue. This could be interesting. **$20.00**

NORTH AFRICA

JED (THE) **AFRICAN CAMPAIGN** 2nd Ed. *
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields, fortresses, & unit breakdown. With 168 counters and an 11"x32" mapboard. Players must risk their meagre forces for quick strategic gains, or suffer unwanted attrition against stubborn enemy defences. **$25.00**

WES **DESERT STEEL** ***
A comprehensive simulation dedicated to tactical armour engagements in the desert environment. Detailed mechanics include vehicle facing, combat engineers, and more. With 15 scenarios, plus two 17"x22" variable terrain maps and 480 counters. A card based unit-activation system adds more chrome to an already meaty system. **$60.00**

FGA (THE) **DESERT WAR** ****
Covers the entire African Campaign from 1940 to 1943. Uses the same system as **Operation Crusader**. With 4000 backprinted counters and eight 22"x34" maps! **TBA**

FGA **OPERATION CRUSADER** (March '92) ***
A tactical/operational game for 1 to 4 players that covers operations Brevity, Battleaxe & Crusader (May to Nov. '41). Game mechanics include hidden movement, variable victory conditions, maneuver & assault combat, unit efficiency, engineers, bombardment, etc. With 1400+ counters (battalion/company level) & two 22"x34" maps. **$100.00**

WESTERN FRONT

GMT **AIR BRIDGE TO VICTORY** **
In an attempt to outflank the formidable German Rhine defenses, troops from the 82nd, 101st & British 1st Airborne are dropped into a narrow corridor from Eindhoven to Arnhem. But the Allies face a race against time if they are to fully exploit this operation. Battalion-level game with rules for initiative, automatic victory conditions, air support, close assault, engineers & integrating maneuver combat. 300 counters, plus 22"x34" & 22"x17" maps. **$60.00**

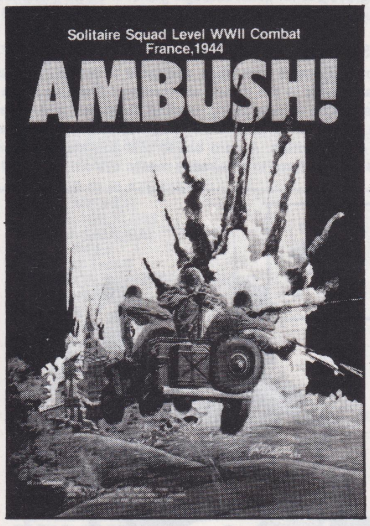
AH **AIR FORCE** ***
Aerial combat 1940-'45: fighter duels, night bombing raids, ground support missions, etc. The 255 counters represent 30 aircraft types - from jet interceptors to heavy bombers. Three bland 10"x16" mapboards depict the deadly skies of West Europe. Aircraft are rated for handling characteristics, firepower, damage resistance, and more. **$60.00**

AH **B-17 QUEEN OF THE SKIES** *
SOLITAIRE Pilot a B-17F over the flak-scarred skies of Germany. Each successful bombing mission allows the crew to gain valuable experience, and after 25 such flights their part in the war is over. But prowling fighters and ferocious ground fire make the odds of surviving slim indeed. With 88 counters & an 11"x16" mapboard. **$50.00**

AMBUSH!

AMBUSH! was designed specifically as a solitaire simulation. A system of Mission Cards & paragraph booklets are used to determine enemy tactical decisions. Unit scale: individual men & vehicles. Ground scale: 10 yards/hex

VIC **AMBUSH!** **
Lead a squad of American troops on 8 missions through German-occupied France. With 218 counters & two 16"x22" maps. Specific objectives must be met by the player using a prudent selection of equipment and a good dash of mindless violence. The AMBUSH solitaire mechanics control the reactions of the enemy. **$70.00**



VIC **MOVE OUT!** Module 1
This first expansion set includes 60 new Character & Vehicle cards plus 11 missions (scenarios). **$30.00**

VIC **PURPLE HEART** Module 2
Features 13 new missions, two 16"x11" a 16"x22" map, 108 counters, plus 60 new Character-Vehicle cards.**$55.00**

VIC **SILVER STAR** Module 3
70 new Character & Vehicle cards, 9 missions, two 16"x11" maps, one 16"x22" map & 108 counters. **$50.00**

GRD **BALKAN FRONT** ****
EUROPA Reprint of 'Marita-Merkur' with modified maps & counters. Features the 1941 Axis campaign in Greece, Yugoslavia & Crete. Includes 'Second Front' edition rules, a 21"x28" + 21"x14" maps (16 miles/hex) & 784 counters. With bi-weekly turns. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft).**$75.00**

TGI **BLOODY 110** ***
Covers the first 2 days of the battle for Bastogne's main arterial road between lead elements of the 2nd Panzer Div. & the U.S. 1/110 Infantry Battalion. With two 22"x34" maps (125 yards per hex), 800 counters (infantry platoons & individual AFVs) & 10 scenarios. The mechanics include a unique tactical morale system and a variable complexity combined arms Command-Control format. **$60.00**

JED **FORTRESS EUROPA** **
An entertaining simulation of the struggle for France and Germany, where both players have an opportunity to achieve victory. The Allies are able to conduct two massive invasions from any coastal region, however the Germans can thwart the landings with their hidden (and very powerful) panzer reserves. The mechanics include airpower, paratroops, partisans, commandos, volkssturm, mulberries & naval bombardments. 400 counters/22"x24" map.**$12.00**

3W **HITLER'S LAST GAMBLE** ***
In a desperate bid to shatter the Allied advance & possibly gain the initiative, most of Hitler's best panzer formations attempt to capture Antwerp by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is a very comprehensive & authentic 'Bulge' simulation! The rules feature a wealth of optional material plus a number of exciting variants. With 800 counters & two detailed 21"x32" mapsheets. Recommended. **$70.00**

AH **LUFTWAFFE** **
The U.S. bombing campaign's objective was the destruction of key industrial & military targets. The Germans best defense against these devastating strikes were their formidable interceptors, but with limited air assets the battle for air superiority would require shrewd judgement of the enemy's objectives. Covers the air war from 1943 to '45. With 277 counters & three 8"x22" mapboards. **$50.00**

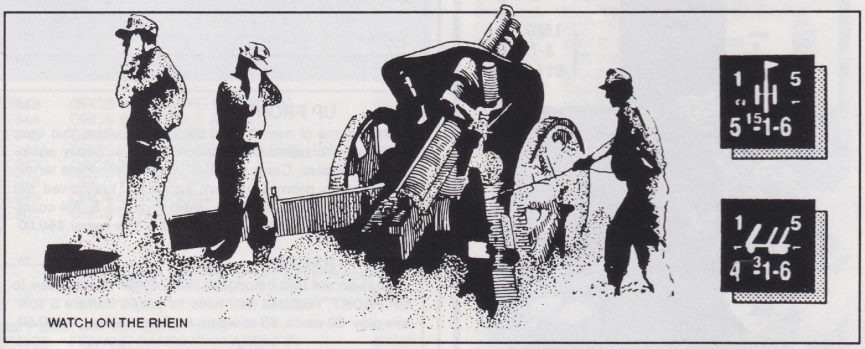
TGI **OBJECTIVE: SCHMIDT** ***
A tactical simulation of the US 28th Division's assault on the West Wall and the town of Schmidt in 1944 as part of the Hurtgen Forest Battle. Includes an extended campaign game and 840 counters (platoon level). Due ? **$60.00**

TGI **OMAHA** ***
On June 6th '44, under glowering morning skies, the US 1st Infantry Division stormed the beaches of France. This tactical simulation of a specific part of the D-Day landings features platoon-level units, 4 maps & 1680 counters.**TBA**

AH **RAID ON ST. NAZAIRE** **
SOLITAIRE The player leads a daring British commando raid on a German-occupied French port. With 260 counters and a great 16"x33" mapboard. The mechanics allow for tense squad-level combat where objectives must be eleminated within a tight time schedule. **$65.00**

VIC **SHELL SHOCK** ***
Players purchase infantry squads and then equip them with light or heavy assets (barbed wire, artillery support, etc). With 5 maps, 540 counters & 6 variable-ending scenarios. Mechanics include hidden defense, engineers, AFVs, mines, combat saavy, random events & fate.**$70.00**

AH **STORM OVER ARNHEM** *
700 British paratroopers vied for five bloody days with the Wehrmacht and *SS* for control of Arnhem Bridge. With 224 large counters (each represents 12 men or 2-3 vehicles) & a 22"x32" mapboard (1 inch/100 feet). The game features area movement and constant player interaction. **$70.00**



VIC **OPEN FIRE** **
SOLITAIRE The player commands an U.S. tank platoon, while the hidden German foe is controlled by the game mechanics. This game of tactical armoured battles is based on the **AMBUSH!** system. Includes six missions, each of which feature an array of prowling enemy AFVs, lurking AT guns, and skulking infantry platoons. 210 counters and a 22"x32" map (50 metres per hex). **$75.00**

AH **PANZER LEADER** ***
An excellent game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944 to '45. With 20 scenarios, 384 counters (platoon scale) and 4 geomorphic 8"x22" mapboards (250 metres per hex). Victory will be the reward of determined planning and the successful integration of all combat assets - from aircraft to infantry. **$65.00**

AH **PANZER LEADER 1940 VARIANT** ***
10 scenarios highlight the tactical aspect of Germany's brilliant campaign in France. The British and French had some superior AFVs, but their combined-arms expertise was inferior to that of the Germans. Players can create their own tactics using the fledgling armored vehicles and infantry weapons of 1940. With 192 counters. **$18.00**

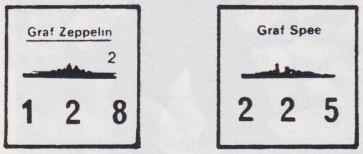
AH **PATTON'S BEST** **
SOLITAIRE A campaign game that follows the fortunes of a single Sherman through the Allied drive into France & Germany. The tank crew start out 'green' and, if they survive, become grizzled veterans - the mechanics utilise a similar format as **B17**. With 218 counters, a 22"x24" mapboard & 17 tank-data cards. **$60.00**

RAID ON ST. NAZAIRE

WES **R.A.F.** **
SOLITAIRE Recreates the Battle of Britain, Hitler's prelude to a projected German invasion of England. The player controls the R.A.F. whilst the game system pilots the bombers & fighters of the Luftwaffe (in an intelligent manner). Contains 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the best solitaire gaming system available on the market. Each game is difficult, and no one campaign plays the same. **$60.00**

AH **THUNDER AT CASSINO** **
Covers the third battle for Cassino between the tenacious 1st Fallschirmjager and Commonwealth troops. The mechanics feature alternating fire or movement impulses that create an action-reaction sequence of phases. With 478 counters & a 22"x24" 'area movement' mapboard. **$60.00**

JED (THE) **WAR AT SEA** Australian version *
A great introductory game of the naval war between the British, German, Italian, and Russian fleets. 117 large counters represent individual vessels, while two 18"x12" mapboards cover the seas of Europe & the Mediterranean Features simple mechanics, but more experienced gamers will find this short game more than worthwhile! **$30.00**



AH (THE) **WAR AT SEA** US version *
The difference between this and the Aust. version (besides the price!) is cosmetic only - nicer box art, less abstract mapboard, a few extra rules, plus smaller counters.**$40.00**

AH **WAR AT SEA 2** **
This update kit contains a 22"x24" mapsheet (includes the Black Sea, the Caribbean Sea & the Cape of Good Hope), 80 counters that feature more German, Italian & Allied vessels (7 Russian, 26 French, 3 Greek, etc), and variant rules (surface raiders, frogmen & X-Craft!). Great! **$20.00**

FGA **WATCH ON THE RHEIN** ****
Covers the Battle of the Bulge at tactical/operational level, from Dec 16th '44 to Jan. 2nd '45. The game mechanics include hidden movement, variable victory conditions, maneuver & assault combat, unit efficiency, armour & engineer effects on combat, and artillery support. With 2400 counters (including 20 aircraft types) & four 22"x34" maps. Also features a 1940 Ardennes scenario. **TBA**

3W **1944** ***
A strategic game of the D-Day landings and the Allied drive for the Rhine. A stronger than normal emphasis is placed on 'elite' units involved in the campaign, for their judicious deployment is the key to victory. The 400 counters represent battalions, regiments, brigades & divisions. With a 22"x34" map (15 miles per hex). **$75.00**

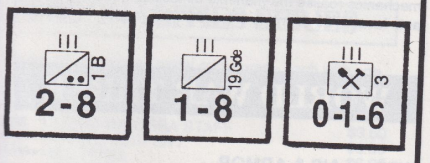
EASTERN FRONT

OME **EASTERN FRONT SOLITAIRE** **
SOLITAIRE Strategic campaign game that features unique area movement rules & variable unit strengths. The Germans units represent infantry armies, panzer corps & army group HQs. The Soviets (non-player) employ fronts, shock armies, tank armies & garrisons. A playable yet challenging simulation. With a 23"x31" map & 200 counters. **$45.00**

COA **EDELWEISS** ****
The invasion of the Caucasus, '42. Two German armies race towards the petroleum works deep in south-east Russia before the Soviets can counter their drive with a winter offensive. This is a definitive East Front simulation that features excellent mechanics & detail. With several scenarios and a campaign game that includes options to the historic OB. 720 counters & four 22"x34" maps. **$70.00**

EUROPA

GRD **FIRE IN THE EAST** * ****
Operation Barbarossa, 1941-1942. Covers the problems of logistics, the air war, naval rules, the differing climate zones, and much more. 2500 counters and six 21"x27" maps. Magnificently detailed grand strategy game. Bi-weekly turns. 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft). For the dedicated gamer only! **$150.00**



GRD (THE) **FIRST TO FIGHT** **
A reprint of Case White - the German invasion of Poland. It will feature Second Front edition mechanics, plus special 'cut-down' introductory rules. Due ? **$75.00**

GRD **SCORCHED EARTH** * ****
Barbarossa continues - 1942 to 1944 - this expansion set for **FIRE IN THE EAST** contains more rules, three maps and 3840 (!) counters. Not for the faint of heart. **$160.00**

GRD **THE URALS** ****
Expansion set for **SCORCHED EARTH** that features four new eastern maps, revised rules, a '43 Kursk scenario, various off-map charts & complete O/Bs & O/As. **$50.00**

GRD **WINTER WAR** **
Covers the Russian invasion of Finland, from Dec. 1939 to March '40. This is the Europa primer - utilising simplified rules to teach beginners the mechanics. Due ? **TBA**

* - some delays expected before restock

COA **OPERATION FRIDERICUS** ***
Uses the excellent Winter Storm system to cover Russia's premature spring offensive of May '42. Features a "nice ratio of force to space and offers both sides a chance to thrust and counterthrust." The mind boggles... **TBA**

AH **PANZERBLITZ** **
From blitzkreig to bloody quagmire, the armoured might of Germany & Russia represented the cutting edge of tactical weapons technology. Their tanks were the feared knights of the mechanical battlefield, machines of war designed for mobility and destructive prowess alone. With 352 counters (which includes infantry, AT guns & light vehicles) and four 8"x22" mapboards. A classic simulation. **$60.00**

AH **RUSSIAN FRONT** **
Yet another epic clash between Hitler's eager, ruthless divisions & Stalin's fierce hordes. Includes basic, advanced and optional mechanics. Contains 3 scenarios plus the obligatory campaign. Covers the land, sea and air war. With 518 counters & a beautiful 32"x22" mapboard. **$65.00**

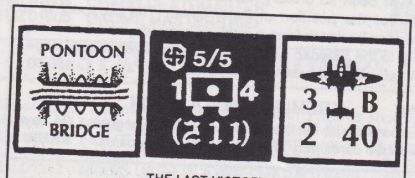
JED **RUSSIAN CAMPAIGN** Series II *
This simulation allows players to enjoy the desperate ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning mechanics capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. With 252 counters and a 24"x22" mapboard. A very entertaining and hard-fought campaign game for both beginners & veterans. **$25.00**

GDW **STAND AND DIE** **
The Battle of Borodino, Oct. 1941 - the Soviets prepare to halt the German advance on Moscow. Three tank brigades & deteriorating weather conditions must blunt the momentum of Hitler's legions, or Russia would become a part of the Nazi empire. 500 counters & 2 mapboards. **$120.00**

GDW **THE GREAT PATRIOTIC WAR** **
A fast-playing, low complexity simulation of huge mechanised offensives and vicious winter counter-attacks on the bloody battlefields of the east. With 5 scenarios and a long campaign - from the drive on Moscow, to the fall of Berlin. Contains 240 counters & two 22"x16" maps. **$55.00**

AH **TURNING POINT: STALINGRAD** **
Uses semi-simultaneous movement to re-create the dazzling initial German breakthroughs which almost won this infamous city in the whirlwind opening days of battle, only to be turned back by valiant resistance from the last defenders. Features area movement, a unique battalion-level combat system, variable day-night impulses, solitaire suitability, a lavish 16"x44" mapboard & 394 counters. **$65.00**

AH **STALINGRAD EXPANSION KIT**
Contains 96 counters and 120 game markers. These units are included in the original game's Order of Battle. **$12.00**



THE LAST VICTORY

COA **THE LAST VICTORY** ***
In early 1943 the Russians thundered towards Kharkov, threatening to isolate Army Group South. Hitler, fearing another Stalingrad, dispatched Manstein with an elite force of SS panzers & the Gross Deutchland division. Manstein's skill was reminiscent of earlier campaigns, and a German victory became a possibility. Components include 1080 counters & four 17"x22" maps. Detailed mechanics. **$50.00**

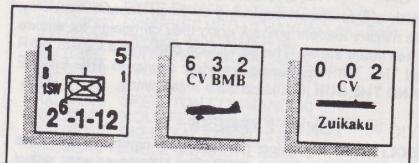
EDELWEISS

PACIFIC THEATRE

VIC **BATTLE HYMN** **
SOLITAIRE Man-to-man combat between the tenacious Japanese and nuggety American Marines. The mechanics allow the Japs to respond tactically to all player strategies in an 'intelligent' manner. With 17 scenarios, 218 counters, three maps (10 yards per hex), and 90 character-vehicle cards. Uses the same system as **AMBUSH!** **$70.00**

VIC **LEATHER NECK** **
BATTLE HYMN expansion set. With four comprehensive missions, new rules (plus errata), 60 new Character-Vehicle cards, 108 counters and two 8"x22" maps. **$45.00**

OME **BATTLE OF LEYTE GULF** **
BATTLE OF THE PHILLIPPINE SEA **
SOLITAIRE In both games the player controls the US forces while an uncomplicated Operational Events Booklet is used to develop a realistic enemy situation. **TBA**



OPERATION SHOESTRING

VIC **CARRIER** ***
SOLITAIRE Covers the naval campaigns in the South-west Pacific from 1942 to '43. The game system mimics historical Japanese tactics based upon randomly determined objectives, missions and force strength. Mechanics include radar, night battles, air searches, surprise attacks, limited intelligence, an amusing 'Final Countdown' option, and more. With one 22"x32" map & 780 counters. **$85.00**

OME **CARRIER WAR** ***
Strategic/operational level campaign game that covers the war from late 1941 to '44. Includes Allied & Japanese air, land & sea assets. The mechanics feature monthly turns, strategic bombing, airborne & amphibious operations, army intelligence, and solitaire options. With 3 levels of complexity, 800 counters and a 22"x30" map. **$60.00**

OME **CARRIER WAR EXPANSION KIT** ***
Extends the duration of the campaign through to May 1946. Contains 400 counters, plus new rules & scenarios - including an alternate history exploring a lower level of US pre-war naval construction, & the invasion of Japan. **TBA**

FGA (THE) **EAGLE AND THE SUN** ****
Return of the monsters - a huge Pacific campaign game, with individual battle scenarios (plus a 'War in the 30s' game) for the less enthusiastic. Mechanics feature distinct sea, air & land combat systems plus detailed production & logistics. Contains seven 22"x34" maps & 3000 counters (75 aircraft types from 1930 to '48, and a huge array of ships including never built treaty ships). Due Nov. **$190.00**

AH **FLAT TOP** ****
An exhausting and tense simulation of the Solomon Sea battles in '42. The hidden movement & aircraft endurance systems will test the skills of every player. Mechanics include variable aircraft ordnance, carrier & base readying & launch abilities, weather, high/low altitiudes, interception combat, etc. Although often frustrating, patient players with a penchant for bookkeeping will really enjoy this. 5 scenarios, 1300 counters & a 28"x44" mapboard. **$60.00**

AH **MIDWAY** *
American and Japanese fleets ply the ocean in search of prey, their carrier-borne aircraft ready to blow the elusive enemy out of the water. This game features a nail-biting hidden-movement system whereby players must send planes on 'Search & Destroy' missions to flush out enemy vessels. With 3 levels of complexity, 235 counters, a 14"x22" Searchboard and a 14"x22" Battleboard. **$45.00**

GMT **OPERATION SHOESTRING** ***
Company-level game of the battle for Guadalcanal. The air & naval conflict is fully integrated with the ground fighting. Mechanics feature engineers, Jap' hidden units, limited US intelligence, close assault, bombardments, Banzai charges, automatic victory conditions, fatigue, supply, etc. With a 22"x34" map (1 mile per hex) and 600 counters. An evenly-matched contest for 1 to 4 players. **$65.00**

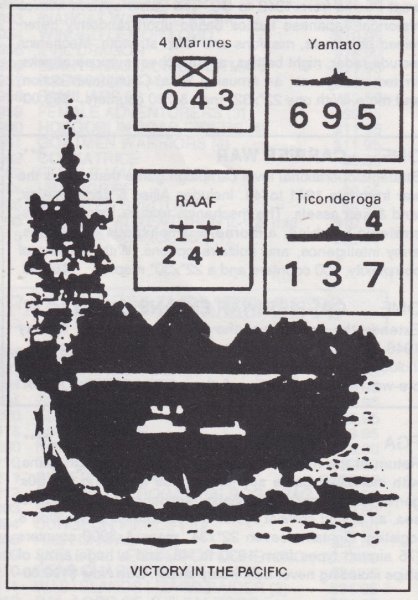
VIC **PACIFIC WAR** ****
An vast campaign game of the Allied struggle against Japan, from 1941 to '45. The Japanese player must move decisively, and prepare for the eventual backlash from a rejuvenated Allied war machine. But with a very astute strategy, and careful resource management, the Emperor will indeed be able to sip his green tea by the Sydney harbor. With 2340 counters & two 22"x32" maps. Includes detailed air, land & naval mechanics, as well as a comprehensive system for the vital supply network. **$100.00**

FGA **PACIFIC WAR CLASSICS** Vol. 1 ***
Covers the battles for Tarawa ('43) & Saipan ('44) using a game system that is very similar to GMT's **OPERATION SHOESTRING**. Although outnumbered, the Japanese were prepared to throw the Marines back into the sea at any cost - the fighting that resulted was brutal and uncompromising in its intensity. Includes the air & naval conflict, 1000+ counters and two 22"x34" maps. Due Aug. **$75.00**

FGA **PACIFIC WAR CLASSICS** Vol. 2 ***
Will feature separate games on the battles of Pear Harbor, Wake Island, Coral Sea, and Midway. Due early '92? **TBA**

FGA (THE) **ROAD TO TOKYO** ?
With a Depression beginning to crush Japan's economy, its military leaders embark upon their campaign for empire - ten years earlier. This simulation presents a variant WAR IN THE THIRTIES using a system similar to **THE EAGLE AND THE SUN**. Could be quite entertaining. **TBA**

VIC **TOKYO EXPRESS** ***
SOLITAIRE A game of the desperate nightly naval battles fought off Guadalcanal in '42. The US player must select and employ task forces to hunt down Japanese merchants, but must be wary of prowling enemy warships. With 3 levels of complexity, a 2 player game option, 676 counters, one 22"x32" map and 120 Gunnery cards. **$80.00**



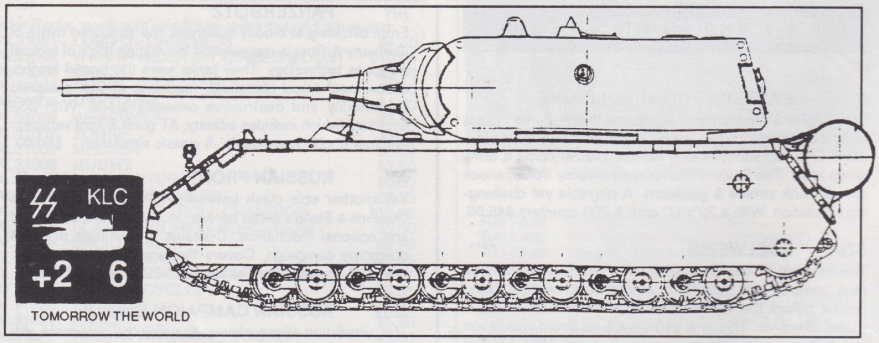
VICTORY IN THE PACIFIC

AH **VICTORY IN THE PACIFIC** *
A **WAR AT SEA** style Pacific war campaign game (1941-'45). The emphasis is on entertainment value rather than grueling mechanics. Play is fast-flowing and quite intense as players maneuver their land, air & sea assets over the 22"x28" (area movement) mapboard. Contains 318 large counters that concentrate on individual naval units. **$50.00**

TSR **WWII - PACIFIC THEATRE** ***
Utilizes the same system as **WWII - EUROPEAN THEATRE**, and can be played independently or in conjunction with that game. Players can participate in a huge grand-strategy campaign that spans the entire conflict, or one of several shorter scenarios. More details later. **$80.00**

POST WORLD WAR II

GDW **BLOOD AND SAND** **?
Tactical level simulation of combined-arms land combat in the Middle East. 20 historic scenarios cover battles from the Arab-Israeli Wars, the Iran-Iraq War & Hussein's other folly. Will probably use the same system as **TEST OF ARMS**. More details next catalogue - due Oct. **$80.00**



TOMORROW THE WORLD

OME **DESERT VICTORY** ***
Using the **MAIN BATTLE AREA** system players conduct a platoon/section level conflict between the US 24th Mechanized Infantry Division and a Republican Guards brigade. An interactive sequence of play highlights the capabilities & limitations of the units & weapons involved. Mechanics include night fighting, air support/defense, engineer operations, NBC warfare & individual leader skills. Four levels of complexity, eight 10"x16" maps & 600 counters. **$60.00**

VIC **FLASHPOINT: GOLAN** ?
Military posturing, political diplomacy & religious zealousness are the tools which players have at their disposal as they attempt to solve the uncompromising war of wills for the Golan. Initially it is Israel, Jordan, Lebanon, Syria, and the PLO who are the combatants - but other Arab nations may be drawn inexorably into the bitter conflict ,with dire results for regional peace. Due Aug? **$70.00**

WES **JUNTA** **
2-7 players compete for the position of El Presidente of La Republic de los Bananas. The game features a rich cocktail of intrigue & power politics with Swiss bank accounts, revolutions, coups, assassins, splinter political factions, etc. Players bribe, bluff & bully each other as they jostle desperately for ultimate power. Everything from the church to media groups can be used to gain an advantage.**$55.00**

AH **KREMLIN** **
3 to 6 devious players attempt the treacherous climb up to the pinnacle of the Soviet Politburo. Power politics have never been so brutally humorous, as ambitious ministers vie for the position of Party Chief. The prospect of a sudden backstab from a ruthless comrade, and a one-way trip to the Siberian salt mines will keep everyone on edge. A satirical card-based boardgame. **$50.00**

AH **KREMLIN - REVOLUTION**
Expansion kit for the 1923 12th Party Congress. 34 new Intrigue cards plus 26 historic personality cards. **$20.00**

VIC (THE) **KOREAN WAR** **
Operational-level simulation of the first year of the conflict. The North Korean invasion can be compromised by UN airdrops or an amphibious counter-invasion, but these in turn may unleash the Chinese hordes. Western firepower is pitted against a numerically superior enemy. With 520 counters, two 22"x32" maps and 6 scenarios. **$50.00**

GMT **SILVER BAYONET** ***
Vietnam 1965 - an NVA Division threatens to capture Pleiku from a stunned II Corps. The 1st Cav, fully airmobile but untried in combat, is rushed to the Central Highlands in an effort to arrest the enemy's momentum. This company level simulation includes automatic victory conditions, close assault, gunship support, hidden NVA units, limited US intelligence, etc. Contains 200 counters, a 22"x34" map, 12 scenarios & "What if?" variants. **$50.00**

3W **SS AMERICA** **
Case Geld - Axis invade America. The armies of Germany, Italy & Japan are pitted against desperate US, Latin American & Commonwealth forces. Mechanics feature national morale, technological developments & specialised units. Scenarios include 1941, '44, '46 and '49 invasions. 800 counters (regiments, divisions, corps, fleets & air groups) plus four 22"x33" maps (Alaska to Colombia). **$90.00**

GDW **TEST OF ARMS** **
Covers the many small vicious wars that have engulfed the 3rd World since 1950 - from Korea, the Arab-Israeli wars, and the Iran-Iraq struggle, to Nicaragua. With 29 scenarios from 11 separate wars. Full air-ground intergration, with air-to-air combat and chemical weapons. Contains 480 counters and six 11"x16" maps. **$55.00**

3W **TOMORROW THE WORLD** **
In 1948 the world was divided between the empires of Germany and Japan, now these two super-nations and their foreign legions prepare for the ultimate conquest: total global domination! Features land, air, and naval assets, with optional rules for national rebellions & nuclear strikes. Contains 5 scenarios, 400 counters, a 22"x34" mapsheet plus 8-pages of alternative history. **$40.00**

VIC **VIETNAM 1965-1975** ****
This war would require both a military and political victory - the U.S. commanders had to contend with a wily enemy and the temperamental morality of the American population. Players require carefull planning to win, as the game mechanics realise the manifold difficulties that the combatants faced. 780 counters & two 22"x32" maps. **$60.00**

WORLD WAR THREE

WES **AIR & ARMOR** ***
A massive Soviet armoured drive aimed at the heart of Europe must be ground to a halt at Wurzburg by a determined U.S. defense. Features 10 scenarios, command-control mechanics, hidden formation strengths, 600 counters (company & regiment level), a 22"x34" map (1 mile per hex), chemical weapons & electronic warfare. **$55.00**

OME **AIRLAND BATTLES** ***
A reinforced US forward deployed Corps is pitted against a 1st & 2nd echelon Soviet tank Army. Units are at brigade & regiment scale with air, artillery, electronic, engineer, chemical & missile support elements. The mechanics simulate the coordination & sequencing of all combat assets. With 600 counters & a 21"x32" mapsheet. **$60.00**

AIR SUPERIORITY

GDW **AIR SUPERIORITY** **
A superb simulator of modern tactical aerial combat. The 240 counters represent 30 different aircraft types, from the F-104S Starfighter to the F-19A Stealth Fighter. Contains four 10"x15" maps, 30 scenarios (3 solitaire) & outstanding game mechanics. A very popular product. **$55.00**

GDW **AIR STRIKE** **
A supplement for **AIR SUPERIORITY** that introduces air support & ground strike missions (bomb runs, tank-busting and the like), speciality aircraft and anti-aircraft defense systems. With new rules, 480 counters (32 new aircraft & 38 AA types), six 10"x15" maps and 25 scenarios. **$55.00**

GDW **DESERT FALCONS** **
Features 24 explosive Mid East scenarios (1950 to 1980), the unforgiving proving ground of modern air combat tactics. Includes new optional & advanced rules, 120 counters plus 24 new aircraft Data Cards. **$18.00**

GDW **GUNSLINGER** **
A boxed set featuring Korea and Vietnam air combat scenarios (1950 to 1975). It seems that this can be played without **AIR SUPERIORITY**. Due 1992. **TBA**

AH **ATTACK SUB** *
A simple and fast playing two-player card game of submarine warfare that utilises 48 Ship data briefs & 128 Action cards (which determine contacts, firing formulas, etc). 13 scenarios cover all manner of engagement, from lone subs stalking prey, to combined fleet engagements. Modern naval warfare, with all its associated electronic technology, is reduced to a 10 to 60 minute game. **$60.00**

GDW **BATTLEFIELD: EUROPE** **
With the collapse of Soviet power in Europe, the smaller nations unleash their long suppressed desire to restitute ancient borders. Contains 15 scenarios covering a diverse selection of conflicts between Rumania, Hungary, Turkey, Germany, Greece, Poland, the Baltic States, etc. With four 11"x17" maps and 700 counters. **$60.00**

BATTLEFIELD: EUROPE

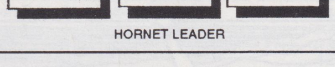
GDW **CAPTAIN'S EDITION HARPOON** *
Each vessel is represented by an illustrated card, with data on armaments, defense, electronics & movement. The mechanics are basic, allowing the players to concentrate on strategy. With a 17"x22" map, various cards & counters plus plastic aircraft. Great for beginners. **$60.00**

VIC **CENTRAL AMERICA** ***
South American gunship diplomacy; 16 scenarios detailing guerrilla, covert, insurgency & conventional military operations. This is a game of combined-arms conflict in rugged, sub-tropical terrain. With 780 counters (representing over 17 nations) and a huge 32"x22" map. Mechanics include Arclite strikes, tactical paradrops, amphibious assaults, weather, supply, and chemical warfare. **$70.00**

AH **FLIGHT LEADER** **
2 to 8 pilots engage in aerial dueling from 1950 Korea to the deadly airways over 1990's Europe. The rules allow for solitaire dogfights as well as complex multi-flight brawls. With fast-playing mechanics, 520 counters (over 200 aircraft types) and an amazing 22"x32' mapboard. **$70.00**

GDW (THE) **GATHERING STORM** ?
Multiple players each control a world power, and disputes between them are resolved by economic, political and military means. Features a mounted map and plastic playing pieces. More details next catalogue. Due Dec. **$120.00**

VIC **GULF STRIKE** 3rd Ed. ****
The battle for the Persian Gulf - plays at both operational and strategic level. Players must utilise land, sea & air assets into one effective combined-arms force to attain victory. Contains 1240 counters (representing 16 nations), four maps, multiple regional scenarios, and an update kit that covers the US-Iraq war & NBC warfare. **$90.00**



HORNET LEADER

GMT **HORNET LEADER** **
SOLITAIRE The player leads a squadron of F/A-18 Hornets on a variety of missions - naval strikes, fleet air defense, ground attack, etc. Every mission runs differently when replayed, and each can be finished in under half an hour, with up to 5 hours required for each of the 9 campaign games. Contains 200 counters, 110 illustrated cards and a 22"x17" Combat Display. **$65.00**

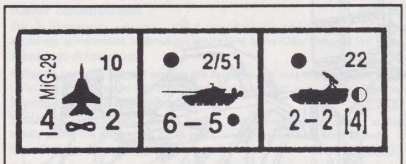
GDW **LAST BATTLE** **
Post WW3 squad-level battles in a devastated Europe overrun by anarchy. Players recreate the desperate, brutal struggle for survival between the remnants of once great armies. Includes detailed man-to-man combat mechanics with an emphasis on leadership & unit cohesion. With 302 counters (individual soldiers & vehicles), 64 vehicle cards, six 11"x17" maps and 9 scenarios. **$55.00**

3W **MODERN NAVAL BATTLES** *
A great card game for 2-6 players, where fleets are created using vessels from the US, UK, France & Russia. This is a fast-playing & very entertaining tactical representation of naval combat using surface ships, subs & aircraft. Each unit is rated for guns, air assets, and AA defense. With a 4-page rulebook, 55 Ship & 120 Action Cards. **$40.00**

3W **MODERN NAVAL BATTLES II** *
The campaign kit for **MODERN NAVAL BATTLES.** Contains 110 new ship cards, 60 action cards (including 8 new types), and 7 warzone displays that enable deployment of purely national fleets. The emphasis is on action & enjoyment, with a myriad selection of strategy options. **$50.00**

3W **MODERN NAVAL BATTLES III** *
An expansion kit with 46 aircraft cards (including squadron cards), 49 ship cards, 20 Bad Luck! cards, 7 tactical cards, 47 action cards, 6 action-summary cards, 202 'sister ship' stickers and an 8 page rulebook (includes mines). **$50.00**

AH **TAC AIR** **
US & German forces must stop a Warsaw Pact invasion of the Hof Gap. Although the theme is dated, this is a damn good air-land game that captures the essence of fast moving & hard hitting combined-arms strategy & tactics. With 13 scenarios (from Brigade skirmishes to Divisional conflicts), 520 counters (battalions, aircraft flights & batteries) and a 32"x22" mapboard (1 mile/hex). Great! **$70.00**



TAC AIR

GDW **TEAM YANKEE** *
American & Soviet tank companies clash in Europe. Rules include artillery, chemical warfare, morale & air support. With 8 scenarios, 260 counters & four 13"x20" maps (100 yards/hex). Mechanics stress the tactics of combined-arms warfare & leadership, yet are very simple. **$50.00**

THE FLEET SERIES

A superb set of modern naval combat simulations. Each game counter in the series represents either an individual vessel or a squadron of aircraft. The time scale is 8 hours per turn while the map scale is 46 nautical miles per hex. The mechanics are quite comprehensive, but not unwieldy, and cover everything from torpedo decoys & sea-skimmer SSMs to vessel replenishment & satellite detection.

VIC **SIXTH FLEET** **
Covers operations in the conflict-scarred Mediterranean. with 644 counters (representing 16 nations), two 22"x32" maps, and 14 scenarios (with campaign play). **$80.00**

VIC **2nd FLEET** **
The bitter North Atlantic conflict - NATO must ensure that the Soviets fail to blockade Europe's supply routes. With 644 counters (representing 7 nations), two 22"x32" maps, 10 scenarios & three levels of rules complexity. **$75.00**

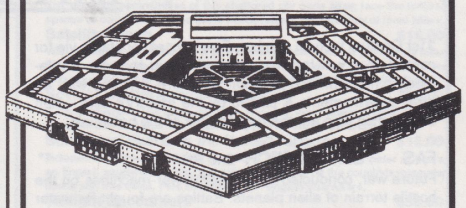
VIC **7th FLEET** ***
The Far Eastern Soviet fleet lashes out at Japan and her neighbors. With revised & updated mechanics. Contains 740 counters (from 11 nations), three 22"x32" maps, 9 scenarios, 4 campaigns and 3 levels of complexity. **$85.00**

VIC **FIFTH FLEET** ***
Conflict erupts after the Soviets blockade the Persian Gulf, starving the West of oil. Includes the variable alliances of India, Iran & Indonesia. With 740 counters (21 nations), three 22"x32" maps, 9 scenarios and 3 campaigns. **$85.00**

VIC **THIRD FLEET** ***
Covers separate operations in the North Pacific, the volatile Caribbean and the eastern Atlantic. Features 740 counters (representing 15 nations), three 22"x32" maps, 12 scenarios, and 3 levels of rules complexity. **$80.00**

3W **STRATEGY** (Ziplock bag) *
A very easy to assimilate novice's wargame - the player must KO the enemy's early-warning, air & naval assets before launching an invasion. One hour playing time, with two 8.5" maps, 80 counters & 6 pages of rules. **$20.00**

SUPREMACY



SUP **SUPREMACY** **
Two to six megalomanic players each control a superpower whose inexhaustible avarice and political paranoia prompts it to seek global domination! Conquest is acheived thru a zesty blend of economic, political & military strategies - shrewd resource development can be just as vital as a naval blockade. Contains a 30"x20" gameboard, a fat wad of play money, 65 Resource cards, and a mass of plastic markers (for armies, fleets & nuke strikes) **$90.00**

SUP **RESOURCE DECK TWO**
65 new cards that change the economic & strategic values of territories, thus transforming global planning. **$25.00**

SUP **THE FIELD MARSHALL'S HANDBOOK**
An 84 page document containing questions & answers to basic play, variant game mechanics, guidelines to strategy & tactics, a 2-player system & tournament rules. **$25.00**

SUP **WARLORDS & PIRATES OF THE NEUTRAL ZONES**
Neutral territories/seas now become the domain of militant regional forces that can harass or aid the players. **$25.00**

SUP **NEUTRON BOMBS & KILLER SATELLITES**
New strategic weapons that will affect military postures & readiness. With Solos & Spaceports - 348 pieces. **$40.00**

SUP **THE MIDDLE POWERS**
Two new strategic powers - the federation of Australasia & the Dominion of Canarctica. With 216 markers. **$30.00**

SUP **THE HIGH TECH EDGE #1**
Introduces armaments upgrades for conventional military forces, plus rules for secret weapons research & national economic development. **$30.00**

SUP **THE HIGH TECH EDGE #2**
Increases the power & range of a nation's strategic forces: nukes, L-stars, neutron bombs & killer satellites. **$40.00**

SUP **UNCONVENTIONAL FORCES**
Introduces the sinister side of world politics: assassins, spies, saboteurs and exclusive, top-secret weapons - more subterfuge than you can poke a stick at! **$40.00**

SUP **FORTUNA**
New cards and rules for *'News, Rumours or Acts of God'*: this introduces natural, economic and political disasters to the game - coups, plagues, droughts, etc. **$40.00**

SUP **COMMANDER IN CHIEF'S MANUAL**
All the core rules & supplementary material for Mega Supremacy in one 3-ring binder, includes game data on the **MINIATURES OF WAR** series. Due late '91? **$60.00**

SUP **MEGA SUPREMACY MAP**
A 4-colour 36"x54" global map packed in a protective tube. Will be indispensible for players who wish to use the **MINIATURES OF WAR** in the game. Due late '91? **$50.00**

THE **MINIATURES OF WAR** SERIES

SUP **BOOMER SUBS**
Blister pack with ten 58mm plastic submarines. **$20.00**

SUP **MAIN BATTLE TANKS**
Boxed set with quite a lot of multi-coloured tanks. **$50.00**

Future releases: infantry fighting vehicles, helicopter gunships, airmobile tanks, bombers (strategic, tactical & stealth variants), jet interceptors, hunter-killer submarines, aircraft carriers, cruisers & amphibious assault ships - these will be useable with the **MEGA SUPREMACY MAP**.

SCI-FI GAMES

BATTLETECH

31st Century tactical combat. Five successor states vie for control of a war-torn galaxy, their main tool are Battlemechs: huge hi-tech weapon platforms bristling with an array of armaments & piloted by the military's elite - men and women who are the new knights of the battlefield.

FAS **BATTLETECH** 2nd Print **
Future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are fought for water & the remnants of a lost technology. With 48 colour 'Mech counters, 120 markers, and two 22"x18" maps. The 2nd printing contains the 104 page Battletech Manual. **$35.00**

FAS **CITYTECH** **
Urban combat rules for **BATTLETECH**. Introduces infantry and an array of conventional fighting vehicles. With 256 colour counters and two 22"x17" maps. Boxed. **$50.00**

FAS **CITYTECH KIT**
Same as above, but without the rules and box. **$25.00**

FAS **AEROTECH** **
Introduces the mechanics for atmospheric & orbital combat using Aerospace fighters & Dropships. Contains 224 counters plus a 22"x36" map, boxed. **$40.00**

FAS **AEROTECH KIT**
Same as above, but without the rules and box. **$18.00**

FAS **BATTLETECH REINFORCEMENTS II**
Contains colour 'Mech counters plus record sheets for the weapons featured in the **Tech' Readout #3050**. **$40.00**

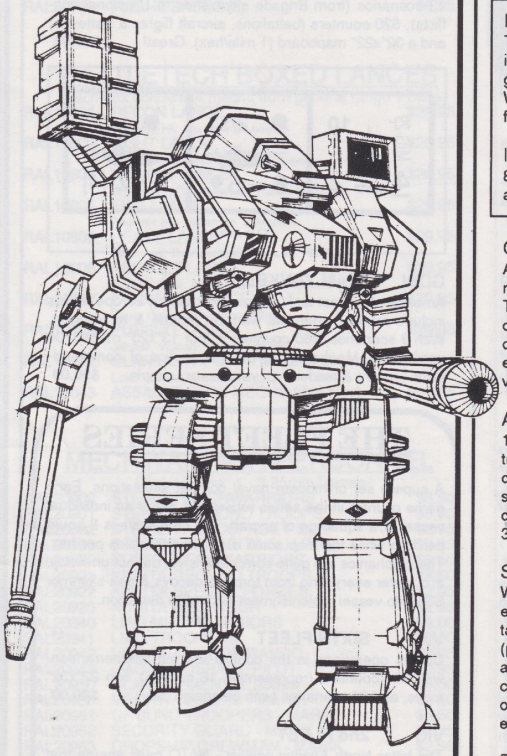
FAS **BATTLEFORCE** **
Covers small unit actions in the 31st Century. Future warfare with formations of AFVs, infantry, air support assets, artillery and the much feared Battlemechs! Uses a system of hidden unit identity and multiple combat-ratings. With 450 counters (platoon/company level) and two 22"x34" maps. This is a complete game, not a supplement. **$60.00**

FAS **THE SUCCESSION WARS** **
Five powerful, and power-hungry, Successor States of the Star League fight four stellar campaigns for the position of Star Lord. Contains 480 counters (with 115 'Mech Regiments), 48 Event cards, a wad of money and a 22"x34" map. This is a multi-player strategy game of bloody confrontations, mighty alliances and terrible deceit! **$60.00**

FAS **BATTLETROOPS** **
A fast simulation of tactical small-unit actions in the urban environment. 2 or more players engage in furious battles for the streets using individual soldiers, 'Mechs, vehicles & heavy weapons - here the once unstoppable 'Mechs become prey for smaller, faster predators! With four 22"x33" maps, 56 free-standing counters & 200 markers. **$45.00**

SUPPLEMENTS

THE BATTLETECH COMPENDIUM Rule clarifications, new game mechanics, hard data on Star League/Clan technology, plus a system for miniatures & more. **$30.00**
BATTLETECH 20 YEAR UPDATE New Inner Sphere alliances rule the stars while their bitter confrontations ruin worlds. It is the beginning of the Clan wars. **$22.00**
TECHNICAL READOUT #1 3025 Full game stats & tech data for 55 'Mechs plus smaller AFVs, aircraft, ect. **$25.00**
TECHNICAL READOUT #2 3026 Details on infantry weapons, personal equipment, AFVs, ships, etc. **$27.00**
TECHNICAL READOUT #3 2750 Earlier 'Mechs, aircraft, tanks, hovercraft, personal equipment & starships. **$25.00**
TECHNICAL READOUT #4 3050 Information on Clan equipment, plus the Inner Sphere response. Includes construction, electronics, Omnifighters & BattleArmor. **$30.00**
'MECH RECORD SHEETS #1: LIGHT **$16.00**
Individual sheets for 54 'mech types, each with an Armor diagram, vehicle data, a critical hit table, and a heat scale.
'MECH RECORD SHEETS #2: MEDIUM **$16.00**
Details 60 'mechs, including variants of standard models.
'MECH RECORD SHEETS #3: HEAVY **$20.00**
Contains sheets for over 50 types of heavy 'Mechs.
'MECH RECORD SHEETS #4: ASSAULT (due Aug.) **$20.00**
BATTLETECH REINFORCEMENTS 1 Contains 'Mech record sheets for the **Technical Readout 3025.** **$16.00**
BATTLETECH MAP SET Contains Six 22"x18" maps - 1 each of scattered woods, city ruins, desert hills, mountain lake, plus the **CITYTECH** & **BATTLETECH** maps. **$40.00**
BATTLETECH MAP SET #2 Restock item that includes 2 additional maps: mountain steam with lake & hills **$30.00**
BATTLETECH MAP SET #3 Eight 18"x22" mapsheets depicting desert mountains (2), desert sinkholes (2), rolling hills (2) and city (residential) hills. **$35.00**
BATTLETECH MAP SET #4 Eight more 18"x22" maps featuring heavy forest (2), city streets (2), large lake (2), and drainage basin (2). **$35.00**
CAMO SPECS Regimental painting guide. **$12.00**
PLASTECH Sixteen 1/300th scale plastic 'Mechs - an ideal scale for use on the **BATTLETECH** map sets. **$35.00**
OMNI 'MECHS BLUEPRINTS Four sturdy 22"x34" technical blueprints of Thor, Vulture, Mad Cat & Loki. **$25.00**
BATTLETECH NEWSLETTER #2 A 15 page rules-variant produced by one of our staff. Contains streamlined miniatures rules that enable players to field forces of 20 or more 'Mechs without compromising playability. **$5.00**



SCENARIOS

THE KELL HOUNDS 11 scenarios **$15.00**
MORE TALES OF THE BLACK WIDOW Merc' leader Natasha Kerensky vs the Clans - 15 scenarios. **$18.00**
THE BATTLE FOR TWYCROSS 15 scenarios **$18.00**
RHONDA'S IRREGULARS 14 scenarios **$16.00**
4th SUCCESSION WAR SCENARIOS 21 of 'em. **$18.00**

NOVELS

EN GARDE Warrior Trilogy Vol. 1 **$10.00**
RIPOSTE Warrior Trilogy Vol. 2 **$10.00**
COUPE Warrior Trilogy Vol. 3 **$10.00**
HEIR TO THE DRAGON **$10.00**
WOLVES ON THE BORDER **$10.00**
LETHAL HERITAGE Blood of Kerensky Vol. 1 **$10.00**
BLOOD LEGACY Blood of Kerensky Vol. 2 **$10.00**
LOST DESTINY Blood of Kerensky Vol. 3 **$11.00**
WAY OF THE CLANS
Legend of the Jade Phoenix Vol. 1 **$10.00**

See **MECHWARRIOR** (in Roleplaying section) for more **BATTLETECH** related products.

LEA **ALIENS** **
A 1 to 9 player adaptation of the movie: a tactical marine squad is sent to an outpost planet to confirm a Xenomorph (bug-hunt) report. The game has 3 scenarios taken from the movie, and includes full colour, free standing counters and stat-cards of the aliens and characters. Simple, but ferocious, rules with solitaire mechanics. **$50.00**

LEA **ALIENS EXPANSION** **
Includes new rules (face huggers, backup weapons, etc) & scenarios, plus a 33"x17" map of the Alien's labyrinthine nest - a maze of tunnels wherein lurks the hideous Alien Queen, ever eager for some tasty marines! **$30.00**

LEA **THE COLONISTS LAST STAND** **
A gallant and very desperate defence of Hadley Station by terrified researchers & technicians. The aliens must be delayed until the Colonial Marines arrive. **$55.00**

IRO **ARMORED ASSAULT** ***
Tactical combat between future weapon-systems, including ocean vessels, subs, tracked AFVs, armored walkers, grav tanks, artillery, aerocraft, power armor infantry, etc. With 3 levels of complexity, 610 counters (130 in colour) & four 17"x22" maps (100 meters per hex). **$60.00**

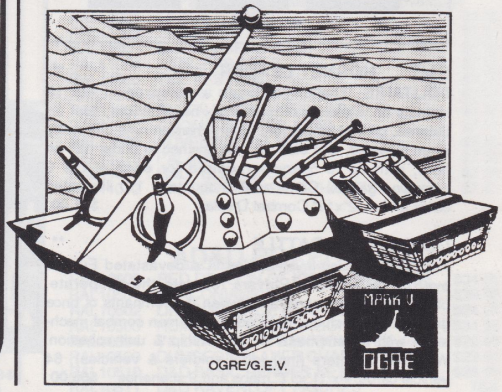
IRO **ARMORED RESERVES**
80 page supplement of new weapons, combat vehicles & aerocraft. With 160 colour counters & 10 scenarios **$22.00**

GDW **IMPERIUM** 2nd Ed. **
A superb interstellar campaign - the massive Imperium must extinguish a growing rebellion ignited by an impudent Terra. But the Imperial armada, possessing incredible destructive potential, is virtually shackled by bureaucratic officialdom and thus slow to gather its strength. Terra however, is an agile and fierce opponent which seeks a quick victory. With a 17"x22" mapboard & 350 counters. **$60.00**

AH **MERCHANT OF VENUS** *
1 to 6 daring galactic merchants set forth on an odyssey of travel & trade. This is an entertaining game of exploration, discovery & greed as players race across the void to meet strange life-forms and rip them off! Optional rules introduce such niceties as piracy, armoured transports & more. 392 counters, 58 cards plus a 24"x22" mapboard. **$65.00**

STE **OGRE/G.E.V.** **
War 2085: a tank duel lasts only seconds, an entire battle ends in minutes. This is a sharp system of platoon-level tactical combat between an array of conventional weapons (powered infantry, tanks, hovercraft, missile artillery, etc) and the awesome Ogres (Synthetic Aggressors - huge cybernetic killing-machines). This is a combined re-issue of two classic & very entertaining games. With 187 counters, a 15"x13" map, plus another 13"x8" map. **$25.00**

FAS **RENEGADE LEGION: PREFECT** **
This game of planetary invasions can be integrated with **LEVIATHAN**, **INTERCEPTOR** & **CENTURION**. The complexities of a world assault are presented in detail - these include covering naval forces, reconnaissance of enemy disposition, orbital bombardment, troop transport, assault drops, combat supply & reinforcements at the planetary bridgehead, and more. Details of components will be provided in the next catalogue. Due Aug/Sept. **$50.00**



OGRE/G.E.V.

CAR WARS

STE **CAR WARS DELUXE** **
Automobile combat on the freeways in the year 2040. Players design armoured & armed vehicles, then employ them to wreak havoc & bloody vengeance on the road. Contains 300 colour counters, 1 city map, 1 truck stop & 6 road maps. Includes pedestrians, trucks & bikes. **$55.00**

STE **CAR WARS** **
The original basic set - this mini-box contains 103 colour counters, a 64-page rulebook & two 22"x34" maps. **$25.00**

STE **CAR WARS CARD GAME** *
A fast-playing multi-player game of arena combat between armoured vehicles armed with machine guns, rockets, autocannons & flamethrowers. Contains 108 cards. **$35.00**

STE **AERODUEL** **
This boxed set contains two 21"x32" airport maps, a 44 page rulebook and 119 colour counters - everything from hang-gliders and jet-packs to airships & gunships. **$50.00**

STE **BOAT WARS** **
Mayhem on the waterways - rules for movement, combat & construction of boats, hovercraft & aquabikes. With four 21"x32" maps, templates, turning keys, and 100 colour counters. Includes sharks & other aquatic menaces, plus nifty Uncle Al gadgets (ie: explosive duck decoys!). **$40.00**

ACCESSORIES

CAR WARS COMPENDIUM II A collection of revised & enhanced material from all the supplements. **$35.00**
MINI CAR WARS A cute little introductory game with only 17 paper counters and some tiny roadmaps. **$2.50**
VEHICLE DESIGN SHEETS 60 record sheets for cars, bikes & boats - with control/crash tables, etc. **$18.00**
MIDVILLE A small town with a big reputation for violence & well armed pedestrians. Has four 21"x32" maps. **$30.00**
CITY BLOCKS 1 32 geomorphic city sections **$15.00**
CITY BLOCKS 2 32 extra 8"x8" city blocks **$15.00**
CITY BLOCKS 3 32 geomorphic Arena sections **$15.00**
CW EXP. SET #1 124 counters/24 road sections **$13.00**
CW EXP. SET #6 156 black-and-white counters **$9.50**
CW EXP. SET #8 Introduces Helicopters to the game. With 19 counters and two 21"x32" colour maps. **$13.00**
MUSKOGEE MAYHEM A monster duelling track that has homicidal hitchhikers, cycle gangs, killer clowns & more! With 88 colour counters & four 21"x32" maps. **$35.00**

FAS **RENEGADE LEGION: INTERCEPTOR** **
The Commonwealth's battle against the tyrannical Terran Over-Lord Government and its New Rome empire. Tactical starship combat using detailed flow-chart damage rules & a wide selection of weapon systems. Includes history & ship data. With 156 counters & two 21"x35" maps. **$60.00**

THE FIRE EAGLES Contains 15 scenarios. **$15.00**
T.O.G. FIGHTER BRIEFING Data on 20 vessels. **$18.00**
COMMONWEALTH FIGHTER BRIEFING **$18.00**
DISTANT FIRE The battle for Gustaviv's Regret **$20.00**

MB **SPACE CRUSADE** **
From beyond the Warp, forgotten starships infested with Chaos drift into imperial space. Most of these vessels been lost for thousands of years, and now they return bearing a cargo of corruption - Chaos abominations intent on destruction! It is the Space Marines' task to board these poisoned derelicts and cleanse them of their noisome inhabitants. Players equip and lead Marine squads against a host of Chaos spawn - components include 50 detailed Citadel miniatures (plastic), 12 scenarios, 3D bulkheads & doors, and much more. Highly recommended. **$70.00**

GAM **ADVANCE SPACE CRUSADE** **
This game, despite the title, is NOT a supplement for **SPACE CRUSADE**. Recon & Assault squads of Space Marine Scouts are inserted into the immense living bio-construct ships of Hive Fleet Kraken. Their mission is to explore the intestinal labyrinths within, fighting off the powerful Tyranid warriors of the Hive Mind, searching for vital organic devices to sabotage. Encounter cards are used for ship exploration, ensuring that no two games are ever quite the same. Includes 21 plastic Citadel miniatures & various interlocking colour ship floorplans. **$100.00**

FAS **RENEGADE LEGION: LEVIATHAN** **
A detailed game of tactical combat between awesome kilometer-long Capital Ships and smaller fleet support vessels. Includes a comprehensive damage system, two 22"x34" maps, 22 3D counters & 320 standard counters. Can be played in conjunction with **INTERCEPTOR**. **$60.00**

LEVIATHAN CAPITAL SHIP BRIEFING Data on 55 battleships, cruisers, frigates & interceptor carriers. **$25.00**
THE WAKE OF THE KRAKEN 15 scenarios **$18.00**
DISTANT FIRE The battle for Gustaviv's Regret **$20.00**

FAS **RENEGADE LEGION: CENTURION** **
Future tactical land combat: GravTanks, Bounce Infantry, Hell Rounds, Thor Anti-Tank Satallites, etc. A game of highly mobile air-land battles in 6830AD. Uses a detailed flow-chart damage system and features excellent vehicle designs. 333 counters and two double-sided 21"x34" maps. Can be used with **INTERCEPTOR**. **$60.00**

HARBINGERS OF DEATH 11 scenarios **$18.00**
2ND ARMORED CAVALRY REGIMENT 12 scen. **$18.00**
CENTURION VEHICLE BRIEFING For 50 AFVs **$22.00**
DISTANT FIRE The battle for Gustaviv's Regret **$20.00**

IRO **SILENT DEATH - METAL EXPRESS** ***
A fuedal galactic empire, utilising the cutting edge of its offensive technolgy, is propelled into a brutal, internal political war. The rules advocate a quick & uncluttered game, allowing players to quickly get down to the business of blowing the crap out each other! Includes a 42"x47" map, 180 counters, 18 superb metal miniatures, four levels of rules complexity, and campaign play options. **$70.00**

IRO **OVERKILL: THE PTOLEMEAN WARS**
A campaign expansion set for **SILENT DEATH** - Colosian units & various Warbands invade House Ptolemus. With ship displays, 130 markers & 50 ship counters. **$25.00**

IRO **BLACK GUARD**
Covers Operation Hurricane - the final Colosian assault on the Ptolemean Homeword. With 4 scenarios, the **SILENT DEATH** Rules Annex #2 & new Starcraft Displays. **$16.00**

GDW **SKY GALLEONS OF MARS** **
Aerial combat between the wooden cloud-fleets of the Martian Princes & the steel gunboats of the Royal Navy. Features 15 plastic miniatures, 56 counters & two great 22"x28" maps. The game mechanics are fast playing, and include Victorian-era (1889) science fiction background detail, plus a selection of entertaining variants. **$60.00**

TAS **STAR FLEET BATTLES BASIC SET** ****
This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a sprawling multi-player campaign game wherein 7 galactic empires compete in the exploration & conquest of space. Features a very detailed tactical combat system. **$65.00**

TAS **SFB CAPTAIN'S RULEBOOK** ****
Features a 224 page Basic Set Rulebook (4th Ed.), a 192 page Advanced Missions Rulebook, a 48 page C1 Module (detailing the Hydran, Lyran & Wyn empires, with scenarios), a 64 page C2 Module (covers the Andromedans, Neo-Tholians & the ICS, with campaign details, etc), plus various refernce charts, dividers & stickers. **$80.00**

GAM **SPACE HULK** *
The Emperor's elite Terminators descend into the dark confines of a massive derelict space hulk. Within this maze-like structure lurk hordes of Genestealers, poisoning the Empire with their insidious designs. The Terminators must prowl the cramped & rusting labyrinth, hunting the monstrous creatures that dare to challenge the power of the Emperor. Features fast-playing, and quite tense mechanics and 6 very entertaining scenarios. Includes 30 plastic 25mm miniatures. Highly recommended! **$100.00**

GAM **DEATHWING** *
Expansion set featuring new rules (including a solitaire system, extra weapons, multi-level floorplans & a mission generator) a collection of corridor (13) & room (7) sections, 12 plastic 25mm miniatures, and six scenarios. **$70.00**

GAM **GENESTEALER** **
Contains 15 plastic 25mm miniatures (Marine Librarians & Genestealer Hybrids with heavy weapons), 44 Psychic Combat cards, 8 extra-wide corridor sections, 3 geotiles, more scenarios, plus various templates. **$70.00**

IRO **STAR STRIKE** ***
Simulates deep-space tactical battles. Dogfight with small but lethal SMAC fighters, or deploy Line Cruisers to slug it out with a vast Dreadnought! Features 3 levels of complexity, an array of optional mechanics & ship construction rules. With 370 colour counters & six 22"x17" maps. **$50.00**

WES **STAR WARRIORS** **
Tactical ship combat in the Star Wars universe. Sleek & deadly starfighters maneuver in the soundless void, desperately jousting with enemy vessels; the victor will endure yet another day of terror, for the vanquished there is but the frozen embrace of vacuum. With 3 levels of rules complexity, a 22"x34" map & 80 colour counters. **$45.00**

FANTASY GAMES

GAM **ADVANCED HEROQUEST** **
This product blends the quick-play aspects of board-games with the campaign detail and character of fantasy RPGs. Players create characters & send them into fetid labyrinths or chaos-infested temples in search of wealth. Adventurers can improve in skills and gain magical artifacts as they prepare for ever darker challenges. Contains 63 room tiles, various markers and 36 plastic 25mm Citadel miniatures. Includes solitaire rules. **$100.00**

BLOOD BOWL

GAM **BLOOD BOWL** 2nd Ed. **
Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of!). Components include a 28"x16" polystyrene playing field and thirty-two plastic Citadel 25mm miniatures. A big game, with a big price tag! **$100.00**

GAM **BLOOD BOWL STAR PLAYERS** **
This 80 page hardback book features new game rules for star players (generation & skills), campaigns, injuries, mutants and mixed-race teams - includes statistics for 13 racial teams, 5 large monsters & 8 famous teams. **$50.00**

GAM **BLOOD BOWL COMPANION** **
New rules (kickers, referees, cheerleaders, rerolls, fans, weather, magic, magic items, new balls, secret weapons & traps) and campaign mechanics (leagues, rosters, team creation, freebooters, dirty tricks, etc) - 80 pages. **$50.00**

GAM **DUNGEONBOWL!** **
BLOOD BOWL played in a dungeon! Players (Dwarven or Elven) move about using Teleporters, each searching for the ball hidden in one of the many trapped chests that lie scattered throughout the maze. Includes 32 plastic 25mm miniatures, sturdy laminated tiles & counters. **$60.00**

GAM **BLOOD ROYALE** **
3 to 5 monarchs, leaders of the great kingdoms of mediaeval Europe, partake in a frenzy of treachery, power politics & open warfare as they attempt to become the wealthiest Dynasty in the game. Play is dominated by the procurement of money in any form: marriages of offspring, taxing of serfs, trading of consumer goods, military quests for real estate, etc. Mechanics include famines, rebellions & other mishaps. Ideal boardgame for accountants. **$90.00**

AH **DINOSAURS OF THE LOST WORLDS*** **
1 to 4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! This is an entertaining game of discovery & dinosaur bashing, with a 16"x22" jungle mapboard, 60 cards, 65 colour counters & 15 great illustrated scenarios. Avalon Hill's most successful family-style game, recommended for a change. **$45.00**

AH **DRAGON PASS** **
Depicts the War of Agrath's Return (a conflict between the races of Sartar & the Red Moon's legions) on the majestic continent of Glorantha. This magnificent production displays all the character & diversity necessary for a classic fantasy wargame. Armies are constructed from all manner of strange beast & magical entity, as well as Godlings and the more mundane races. With a 22"x32" mapboard and 296 counters. Great value! **$50.00**

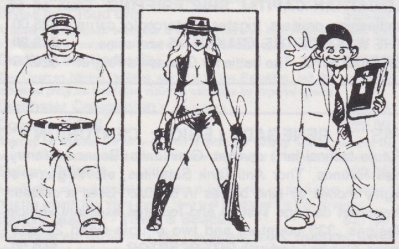
TSR **DUNGEON!** 2nd Ed. *
Individual adventurers, notched swords in hand or potent spells carefully memorised, explore monster-infested catacombs in search of vast treasures or mighty artifacts. This is a simple game for 1 to 12 young players. Features a 21"x35" mapboard, 250 illustrated cards (depicting characters, monsters, treasures, spells) & 6 plastic minatures. An entertaining romp in the fetid underworld. **$60.00**

GAM **DUNGEONQUEST** *
1 to 4 lone adventurers search for a dragon's hoard in the eerie subterranean ruins of Dragonfire castle. Their quest for wealth is far from easy, as characters are estimated to have only a 15% chance of survival... 115 randomly selected room tiles ensure that every dungeon layout is different. Monsters, traps & treasure items are introduced to the players via a deck of 174 encounter cards. Contains 4 plastic miniatures and a 23"x22" mapboard. **$80.00**

MB **HEROQUEST** **
1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard' . This is a great introduction to roleplaying games as it features rather similar mechanics (character sheets, a DM, room-to-room treasure hunting & monster slaughtering, etc). Components include 35 Citadel 25mm plastic miniatures, various bits of furniture a colourful mapboard, etc. **$60.00**

MACHO WOMEN

BTRC **MACHO WOMEN WITH GUNS** **
This rather bizarre production is a bizarre beer 'n' pretzels marriage of very basic role-playing and board-gaming. The title aptly encompasses the rather shallow theme of play: Step 1 - create female characters, Step 2 - arm them with a variety of weapons, Step 3 - put the counters on the map and blow the crap out of everything that comes into line of sight! With 10 pages of rules, two A4 maps, 52 counters, and a 4 page scenario. **$8.50**



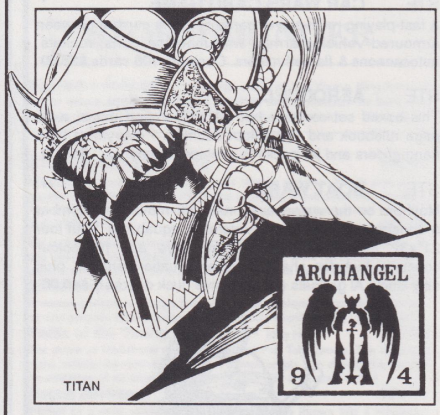
BTRC **RENEGADE NUNS ON WHEELS** **
Armed with Uzi's & the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates & monstrous mutants that roam the streets of America. Contains 52 counters, four A4 maps, and 10 pages of rules. Can be played alone. **$8.50**

BTRC **BATWINGED BIMBOS FROM HELL** **
In the introduction it says "Armed with wings, weapons & cleavage", whilst on the back page one can read "They're bad, they're brash, and they're mercifully free of the ravages of intelligence!" - what more could any serious, respected & dedicated gamer ask for? Contains 39 counters, one A4 map, and 10 pages of complete rules. **$8.50**

BTRC **MACHO WOMEN WITH GUNS THE FINAL CHAPTER** (Part One) **
New rules, skills, scenarios & counters for **MWWG** - plus a separate game wherein 90-year old survivors of WWIII must battle to the death for food in a brutal rest-home bomb shelter. With 44 counters & 11 pages of rules. **$8.50**

AH **MAGIC REALM** ***
Heroic pulp fantasy for 1 to 16 players - each of whom controls a character whose base ambitions involve being very rich and powerful. Very detailed game mechanics include 7 levels of complexity, multiple character abilities, a comprehensive combat system (fatigue, maneuver, etc.) and a host of classic beasts. Components feature 20 land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters. This epic game of perilous adventure is not for the faint of heart. **$50.00**

GAM **MIGHTY EMPIRES** **
A huge 2 to 3 player strategic-level game of exploration & conquest in a medieval fantasy world. 112 color land tiles allow for variable map set-ups. Mechanics include spies, assassins, saboteurs, provisions & magic. 150 plastic miniatures represent cities, fortresses, villages, dragons, fleets & armies. Can be used in conjunction with a **WARHAMMER FANTASY BATTLES** campaign. **$100.00**



TSR **MERTWIG'S MAZE** **
2 to 9 players lead a party of adventurers through various 'dungeon' settings in search of treasure, and a chance to inherit the throne. An entertaining game that was designed by Tom Wham as a tutorial for **D&D**. Contains 196 cards (for characters, monsters, weapons, magic items, spells & treasure), eight 11"x8" Adventure Area maps and a 25"x21" wilderness map with the obligatory township (gotta spend that treasure somewhere). **$27.00**

TALISMAN

GAM **TALISMAN** *
2 to 6 adventurers travel a magical world in search of the Crown of Command. Along the way they will collect a horde of treasure, attract loyal followers, purchase equipment, win priceless magic items & suffer horrendous wounds from a plethora of ferocious beasties! With 182 colour cards & a beautiful map. Very entertaining. **$35.00**

GAM **TALISMAN: THE ADVENTURE** *
56 cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events & 6 new Characters. Plus 6 large character sheets and 6 alternative game endings (both nasty & fun). **$27.00**

GAM **TALISMAN EXPANSION SET** *
70 new colour cards (14 new Characters, etc.). **$27.00**

GAM **TALISMAN: THE DUNGEON** *
Now players, in their quest for ultimate power, can enter new depths of subterranean adventure, and terror. Features 54 cards (14 new characters & many new dungeon-dwelling beasties!) and a 11"x16" mapboard. **$40.00**

GAM **TALISMAN: TIMESCAPE** *
A parallel alien world based on the **WARHAMMER 40,000** Universe! Introduces new Science-Fiction characters, hi-tech treasures, galactic followers, and hideously nasty star-spawned creatures! Also contains 62 colour cards (8 new characters) and a strange mapboard. **$40.00**

GAM **TALISMAN CITY** *
Features a map that is used as an extension to the city on the original **TALISMAN** board. Includes shops, taverns (yeah!), a smithy, etc. There are six new characters, plus illustrated cards for street encounters, spells, purchases, arrest warrants, and other such civilized things. **$40.00**

AH **TITAN** **
2 to 6 Titans battle for domination with armies of mighty heroes, monsters & powerful wizards. Each player's goal is the total elimination of the opposition, thus each game becomes a vast slugfest between fantastic legions. Uses strategic movement with a tactical combat resolution system. Contains 621 counters, a 16"x22" master mapboard & eleven 8"x11" Battleland maps. Great! **$65.00**

COMPUTER GAMES

PRE WORLD WAR I

AUSTERLITZ — OZI

The greatest battle of Napoleon's campaigns - the Grand Armee must confront & defeat the bold Austro-Russian soldiers. Napoleon's circumstances are desperate, but he has turned around impending defeat & retreat, & is on the offensive. Alexander commands the joint Austrian-Russian army. This game is refreshingly different from any other wargames - gone are the maps, unit symbols, & ability to control each unit. You are put in Napoleon's or Alexander's shoes, and you will see what they actually saw. The terrain is laid out in stunning 3-D, and is so accurate that Napoleonic students will recognise the battlefield! Orders must be written down and issued via messenger to the Corps Commanders, these very commands could be followed precisely, ignored totally, or totally bastardised to suit temperamental officers.

IBM - $70.00 **AMIGA** - $70.00

BATTLES OF U.S. CIVIL WAR Vol 1 — SSG

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredereicksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

C64 - $45.00 **APPLE** - $45.00 **IBM** - $45.00

BATTLES OF U.S. CIVIL WAR Vol 2 — SSG

Covers the war's middle years, with scenarios of the battles for Chatanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

C64 - $45.00 **APPLE** - $45.00 **IBM** - $45.00

BATTLES OF U.S. CIVIL WAR Vol 3 — SSG

This features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsulvanian, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, & Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - & an end to the war. Includes the 'Warplan' & 'Warpaint' scenario creation system.

C64 - $45.00 **APPLE** - $45.00 **IBM** - $45.00

CENTURION — ELA

This wargame focuses upon Ancient Rome, in the days of Augustus Caesar. One of the most addictive and pleasing aspects of the game are it's great visual graphics. You begin the game as a centurion, leading one legion, but as you progress up the ranks towards being Caesar, you can eventually command up to ten legions. As you enter each new territory, you will see a stunning shot of that part of the ancient world, and one of their native leaders. You can attempt diplomacy, intimidation, or go for war. Battles are simple but deadly, and the path up the ranks is invigorating. When enough wealth is accrued, you can also build a fleet, load up the troops, and go after Great Britain, coastal Africa, etc. You will see a shot of triremes straight out of BEN HUR. You will also need to stage gladiatorial and chariot pageants, in order to placate your residents, and this is done with arcade action. And if you are a master of diplomacy, you will see a side of Cleopatra not many will see...

IBM - $60.00 **AMIGA** - $60.00

GOLD OF THE AMERICAS — SSG

Covers the violent evolution of the American continent - from discovery by Colombus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable game.

IBM - $45.00 **AMIGA** - $45.00

MEDIEVAL LORDS — SSI

In this medieval simulation, you play the part of an influential adviser to a King, Emir, Sultan, Khan, Caliph or Duke. The game goes from 1028 AD - 1530 AD, and thus follows the entire medieval period, including the Crusades, Norman conquest of England, Mongol invasion of Asia and Europe, the Turk conquest of Byzantine, and so on. The map is huge, covering North Africa, all Europe, and the Middle East. As an adviser, you manipulate (and practically control) and political, economic, and military elements in your home country, as you strive to strengthen and expand your lord's empire. The game can be played solitaire, or up to 10 human players and 6 computer players.

IBM - $60.00 **C64** - TBA

WORLD WAR I

DIPLOMACY — AH

This is the official computer version of Avalon Hill's classic multi-player game os the political and military turmoil leading up to the Great War. Can be played solitaire, or with up to seven human or computer players. The game contains a superb CGA map, with crisp details. The ordering system is simply, and the game is highly recommended for multi-player games. And one of the greatest attractions of the game, is that it can be used to resolve the turns of the board game - simply type in each player's turns, and the game will resolve them in 5 seconds, and even print out what happened if required. Much better than spending half an hour with pen and paper!

IBM - $45.00

RED BARON (requires 1.2 meg disk drive) — DYN

This is the finest tactical flight simulator dedicated to the exhilarating and reckless dogfights of World War I. There are a great range of missions available, such as Zeppelin hunting, bomber escorting *(those Handley Pages are big planes!)*, hunting enemy bombers, night interdiction, individual duels, fighting enemy aces, etc. There are dozens of variables, such as tracer ammunition, weather effects, enemy pilot skills, etc. Aces have been programmed with their own historical skills, and there are 28 different aircraft types to fly or fight against. There are also comprehensive campaigns, flying over historical battlefields! Players receive higher ranks and medals for improving their skill, and can end up in prison camps or hospital. The 200 page manual is filled with maps, color plates, historical backgrounds, and so on.

IBM - $80.00

WORLD WAR II

BATTLEFRONT — SSG

A recreation of multi-theatre corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply), in a complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Saipan, and Bastogne: plus a detailed scenario design kit for the creation of optional conflicts.

C64 - $45.00 **APPLE** - $45.00

BATTLES IN NORMANDY — SSG

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanised thrust inland that marked the beginning and the end for the Third Reich Features the same quality mechanics that BATTLEFRONT boasts (such as support/supply elements plus command-control), and includes a design application for the creation of variant scenarios.

C-64 - $45.00 **APPLE** - $45.00

CARRIERS AT WAR — SSG

Contains 5 decisive naval engagements - Midway, East Solomons, Philipine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study.

C64 - $45.00 **APPLE** - $45.00

DAS BOOT — 360

Winter 1941 - deep within the dark Atlantic ocean, cruising through the frigid currents beneath the boiling waves, German U-Boats stalk the shipping lanes in search of an allied convoy. This program is a tactical naval simulator where the player commands a type VII U-Boat. The mission profile is simple - sink as much tonnage as possible; but prowling aircraft, sleek destroyers, enemy submarines, and minefields are potent hazards that can all too easily end a promising mission. Features 3D graphics, Enigma code communications, 4 torpedo types, (contact, magnetic, looping, and acoustic), multiple settings (North Atlantic, Arctic, Norway, Bay of Biscay, Straits of Gibralter), 3 levels of complexity, internal & external camera views, working deck 88mm and 20mm AA cannons.

IBM - $70.00 **AMIGA** - $70.00

EUROPE ABLAZE — SSG

A package of three scenarios, each representing a particular style of operation that characterised the European air war from 1939 - 1945, from the desperate Battle Of Britain to the awesome destruction unleashed by the Allied bombing runs over Germany. Every detail of the bitter fight for the skies is provided, including cloud cover, weather, flack, and Nazi jets. Also features an optional scenario design kit.

C64 - $42.00 **APPLE** - $42.00

FIRE BRIGADE — PAN

The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program.

IBM - $44.00 **AMIGA** - $45.00 **MAC** - $45.00

HALLS OF MONTEZUMA — SSG

From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps' most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPAINT, which gives complete graphic control over the icons. Good detail.

C64 - $45.00 **AMIGA** - $45.00 **IBM** - $45.00

PANZER BATTLES — SSG

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics.

C64 - $45.00 **IBM** - $45.00

ROMMEL: BATTLES FOR NORTH AFRICA — SSG

The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps out witted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements.

C64 - $45.00 **APPLE** - $45.00 **IBM** - $45.00

RUSSIA - GREAT WAR IN THE EAST — SSG

Detailed simulation of the vast war in the East - from the initial seemingly unstoppable armored drives towards Moscow, to the desperate, exhausted defence of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.

C64 - $45.00 **APPLE** - $45.00

SECOND FRONT — SSI

This is perhaps the best computer wargame available, and recreates the entire WW2 German-Russo war, from 1941 to 1945. The game contains four scenarios, as well as the entire campaign. Players control corps, each of which contains up to eight divisions or support units, but the divisions within each corps can be transfered to other corps if desired. And one of the most pleasing aspects of the game is that each division lists how many infantry squads, Flak, AT, and artillery guns, AFVs, recon vehicles, that it contains. Actual AFV and aircraft types are given, & all loses in combat are recorded down to these individual vehicles & squads. Game mechanics are simple, but due to the enormous size of the game, there are dozens of hours of enjoyment to be had. The map changes color according to the weather, & there are options to paint enemy territory red or black, tactical or strategic map, supply lines, etc. Highly recommended.

IBM - $60.00 **AMIGA** - $60.00

SECRET WEAPONS OF THE LUFTWAFFE — LUC

We wish to apologise regarding the delay in the release of this game, but Lucasfilm advertised that the game would be released last year, yet now they say October! Obviously, there is a problem somewhere. And when this game comes out, it will be in the league of Their Finest Hour, focusing on Germany unleashing their secret weapons, such as the Gotha 229, Me262, Me163 Comet jet fighter, all pitted against the Allied Air Force, which is attempting to bomb Germany into submission. Flying Fortresses and Mustangs will have their work cut out for them against these Luftwaffe super-planes. Graphics will be superb, with digitised cockpits, wing views, and unlimited scenarios.

IBM - TBA **AMIGA** - TBA

STORM ACROSS EUROPE — SSI

A 1 to 3 player simulation of the battle for Europe, at a grand strategic level. Features include the military and economic aspects of the entire campaign. Resources collected via land acquisition are allocated to a nation's military production or weapons research. Conquest of the continent requires both patient preparation & bold strategies. To win players must ably command the entire spectrum of WW2 warfare: land (armor, mechanised & infantry corps), sea (amphibious operations, U-Boat campaigns, convoy raiders, fleet allocation), & air (paratroop assaults, air superiority, & strategic bombing).

C64 - $30.00 **IBM** - $30.00 **AMIGA** - $46.00

THEIR FINEST HOUR — LUC

This is without doubt the finest historical flight simulator available. The game focuses upon the Battle Of Britain in 1940, & players can fly Spitfires, Hurricanes with the English, or ME 109s, Stukas, ME 110s, & three types of bombers with the Luftwaffe. Each planes has it's own historical cockpit, depicted with superb graphical detail, & each plane performs as in real life - the Spitfire is the fastest plane available, but the ME 109 can outclimb it; the Stuka flies like a cow, but is dead easy to achieve a hit with dive bombing, & on the German bombers & twin engine fighter, you can be either pilot, bomber, or any gunner, & each of these can be put on automatic. There are 64 set missions, plus a campaign, which is totally at your discretion, & there is a simple mission design package, which allows you to make unlimited missions! The game is not too difficult, but has five levels of skill, & guarantees to give many, many hours enjoyment.

IBM - $70.00 **AMIGA** - $70.00

WESTERN FRONT — SSI

We don't have much information upon this game as yet, but we understand that it will be using the same system as SECOND FRONT, to simulate the Allied invasion of France in 1944, up to the crossing of the Rhine. In which case, this will be a superb game.

IBM - TBA **AMIGA** - TBA

POST WORLD WAR II

MacARTHUR'S WAR: KOREA — SSG

In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts.

C64 - $45.00 **APPLE** - $45.00

WORLD WAR III

A10 TANK KILLER — DYN

This is a superb flight simulator of the U.S. tank buster, the A10. Graphics in the game include an accurate digitised cockpit, superb ground detail, with iron-girder bridges, roads, towns, supply dumps, hills (which are easy to crash into!), airfields, and so on. The A10 has an awesome load of weaponry, designed to deal with each of those target types, MAV to deal with AFVs and landed aircraft, LGB to deal with buildings and bridges, SID to deal with MIGs and HINDs, ROC to deal with convoys of trucks or AFVs, and DUR to destroy those airstrips, and of course, the 30mm chain gun! The only short fall in the game is a total of 7 scenarios, plus a campaign, but each scenario has three levels of play, and the A10 can be set at "invincible" or "normal" - which is extremely dangerous, as you are not allowed to fly higher than 300 feet! External views of the A10 even include changing light, in reference to the sun's position!

IBM - $70.00 **AMIGA** - $70.00

F-19 STEALTH FIGHTER — MIC

This is the flight simulator for the F-19 Stealth Fighter. Graphics are unfortunately a little crude, but as the plane is still top secret, no accurate data has been revealed as yet upon the plane's cockpit details. However, the game mechanics are very pleasing, and you will have the option of undergoing dozens of missions, in several different theatres, including the Middle East. And depending upon their complexity, missions can take an hour or more to play, and will require great skill, and therefore the game will give many hours of satisfaction. And players will be enthralled by being able to hunt down and destroy MIGS and other planes, without the other aircraft even seeing you!

IBM - $110.00 **AMIGA** - $90.00

HARPOON — 360

With this modern naval combat simulation, World War III begins, and the NATO Task Force in the GIUK Gap is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralise the enemy as cheaply as possible: and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to enemy fire - thus prudent tactics & shrewd manoeuvres are the keys to victory. Over 100 contemporary vessels are included, of ships, submarines, and aircraft, each comprehensively described in technical specifications. This is based on GDW's miniatures rules, and retains it's sense of awesome power and predacious cunning, but is thankfully unburdened by prolific book keeping! Features 12 scenarios.

IBM - $70.00 **AMIGA** - $70.00

HARPOON BATTLESET #2 CONVOY — 360

This scenario disk focuses on operations in the North Atlantic theatre. America's convoy routes to Europe are vital for NATO's offensive capabilities, and as a consequence, the control of the Atlantic is of immense strategic value. Soviet submarines are the major threat in this conflict, plundering mercantile shipping and disrupting the coastal regions of North America. Includes the French and Spanish navies. Players have the option of controlling either NATO or Soviet forces. Requires 1.2 disk drive.

IBM - $46.00 **AMIGA** - $46.00

HARPOON BATTLESET #3 — 360

This contains 16 scenarios set in the summer of 1990, in the Mediterranean, including the Middle East, including 60 new ships, such as hydrofoils, helicopter cruisers, submarines, attack helicopters, MIG 25s, mirage fighter bombers, etc. Countries include France, Italy, Greece, Turkey, Israel, Egypt, Libya, Syria (with Iraq), USA, and USSR.

IBM - $46.00 **AMIGA** - $46.00

HARPOON SCENARIO EDITOR — 360

This battleset design tool enables the Harpoon enthusiast to totally control the combat environment. New or modified scenarios can be created or customised from existing & future battlesets. Players have variable control over geographical location, weapon types, air & naval asset allocation, fleet structures, the rules of engagement, local weather conditions, enemy operational orders, starting positions, victory conditions, scenario duration, and the nuclear threshold. An analysis feature automatically runs a diagnostic on all scenarios.

IBM - $50.00 **AMIGA** - $50.00

NUCLEAR WAR — NWC

A humorous game of global domination through strategic warmongering. The player must compete in an exhausting arms race against other megalomaniac nations, each turn electing to produce either one of many nuclear delivery systems or some form of defensive measure. In between these hectic bouts of procurement, the leaders of the three other opposing countries abuse, threaten, or pacify each other via the Diplomacy Terminal - or they can use malicious propaganda to entice an opponent's population away from them (such as holding a picnic for their citizens!) Nuclear war is inevitable (though Gandhi and others only host picnics for the enemy), and the victor (if there is one) is the one left standing. There are ten comical opponents, each a caricature based on a real world leader, such as Tricky Dick, Gorbachef, Satcher, and so on. Not a serious game - but very funny (if you can take a light hearted view on nuclear devastation?).

IBM - $50.00 **AMIGA** - $50.00

OVERRUN! — SSI

A clash of arms for the control of Europe. With 50 yards per on screen square, and every symbol representing one AFV, gun, or infantry squad, and ammunition expenditure is resolved right down to the last rifle round! Every type of weapon system is included for play (up to and including T-94, FOG-M & ADATS). Vehicles are rate for frontal, side, & top armor values against both HEAT and kinetic rounds. Play includes a mega-Europa campaign, and smaller scenarios.

AMIGA - $50.00

SCIENCE FICTION

ALIEN DRUG LORDS — PAN

As an agent for the Celestial Investigation Agency, you are tasked with a mission to save the civilised galaxy from a vast conspiracy. A highly addictive drug has been secretly distributed to major worlds of the Council. There is only one known antidote to this destructive stimulant, and the mysterious syndicate responsible for its manufacture seems intent on using this secret for massive extortionist purposes. The mission profile is simple - infiltrate the point of manufacture and destroy the drug production facilities, then return with the antidotes recipe. But the mission soon becomes entangled in a web of terror, subterfuge, intrigue and deceit as more sinister facets of the conspiracy are revealed, and master criminals, xeno mercenaries, mad alien cults, and other equally unpleasant elements are implicated in the plot. With highly amusing creatures, events, and tasks!

IBM - TBA **AMIGA** - $60.00

BUCK ROGERS Countdown to Doomsday — SSI

This game has been designed by the same team that brings us the AD&D computer games, and though the Buck Rogers universe may not appeal to most RPGs, this computer game contains superb graphics throughout, and is a tough adventure to crack! It is the year 2456, and the solar system has been colonised. The inner worlds face a bleak future under the draconian rule of RAM, a powerful Martian based organisation, who is breeding many types of killer organisms, including vicious xenomorphs with GENESTEALER characteristics - if they sting one of your members, they will be taken over. Your party of six adventurers, serving NEO, must strive to find the secret behind these deadly creatures, and save NEO and the solar system. Highly recommended. Hard disk or two floppies required.

C64 - $40.00 **IBM** - $40.00 **AMIGA** - $50.00

CRESCENT HAWKS INCEPTION — INF

All you BattleTech fanboys better gird your cockpit harness, 'cause here's your chance to assume the role of a Lyran Commonwealth 'Mechwarrior. Ignoring the finesse of battlefield tactics, your basic mission-plan is to kick some Kurita ass! This is a graphic based adventure, and includes more than 4 million individual locations (need I iterate that this means you've got a LOT of ass to kick?) and a handy gladiatorial module designed to teach the novices the best way to execute the aforementioned skill.

C64 - $40.00 **IBM** - $70.00 **AMIGA** - $60.00

CRESCENT HAWKS REVENGE — INF

Jason's back! Intent on rescuing his father from a Kurita prison, the young Lyran Mechwarrior becomes involved in a desperate conflict with the Clan invaders. This alien empire's powerful 'Mechs have ruthlessly crushed all opposition, and the entire Inner Sphere is threatened with enslavement. Features a 5 world political-military campaign of 27 scenarios with a variable story line linked to the player's actions. There are over 55 types of Mechs, including the Clan mechs, as well as aerospace fighters, tanks, etc. This game is more a real-time wargame of the battletech universe, than an adventure, and should therefore appeal to most BattleTech players.

IBM - $70.00

MECHWARRIOR — INF

This is *the* BattleTech computer game to get. It is set about a young pilot starting up his own mercenary Mech unit. This game is primarily the "flight simulator" of the BattleTech universe. You start off piloting a Jenner, but as you earn money through contracts, you can buy up to a total of four Mechs, and hire new pilots. The game has eight Mechs that you can pilot and fight against: Jenner, Locust, ShadowHawk, Phoenix Hawk, Warhammer, Rifleman, Marauder, and the BattleMaster (the best!!). The game also has an adventure joining the battles together, and you can visit any world in the Inner Sphere, but it's best to forget the adventure and concentrate on the Mech combat simulator. The graphics are great, as you see the cockpit of your Mech (each cockpit is different), and the enemy Mechs look great, and show damage, with legs being shot off, heads being blown off, reactors shutting down, and so on. Overheating is a common ailment, especially when piloting the bigger mechs.

IBM - $70.00

MEGATRAVELLER #1: Zhodani Conspiracy — PAR

Five specialist characters must be selected (each with independent skills & abilities) and sent on a mission to hunt down a spy through the Spinward Marches. This operation will require both military prowess and diplomatic charm, for the five agents will surely encounter such blood-thirsty entities as alien mercenaries, pirates and customs officials! The game features space and land combat, over 25 very detailed worlds, 100s of NPCs, plus a labyrinth of false clues and sub-plots.

IBM - $106.00 **AMIGA** - $90.00

MEGATRAVELLER # 2: Quest for Ancients — PAR

Advanced character generation allows up to 35 careers and 125 skills, either human or Vargr. Your team is on a desperate mission to save a planet from impending doom at the hands of a corsair full of pirates. There are over 100 planets with starports, cities, abandoned ships, ancient sites, stores, casinos, taverns and more!

IBM - TBA

POPULOUS BFE

This game is one of the most unique and characteristic games ever designed. You assume the role of a Deity, and your goal is to aid the procreation and advancement of your loyal followers. Your people will automatically build houses, but only on flat land, so your goal is to use your divine powers to flatten mountains, raise oceans, to make flat land for their use. They will build bigger and bigger houses, and eventually castles, and will populate the land as quickly as they can: there are 500 worlds to populate, and four types: volcano, snow, normal, and desert. But while you try to build up your own people, another deity will do the same with his - and the object of the game is to outgrow him and then wipe out the other race. You will receive power from your people - the more people you have, the more power you get, and with this power you can assail the Enemy, making knights, swamps, floods, volcanoes, and on it goes. The graphics are delightful, and I warn you - very mesmerising!

AMIGA - $50.00

THE PROMISED LANDS BFE

This data disk contains five new world types for you to battle over and populate. There are the Bit Plains - with coffee cups, cigarette buts, computer disks, etc. Wild West: with cowboys and indians; Block Land: little leggo people with leggo blocks for mountains and sea; Silly Land - cute little tear-drop people with new terrain features; and French Revolution - complete with guillotines! This is not a complete game.

AMIGA - $30.00

REACH FOR THE STARS SSG

This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advance, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefleets and storm troopers - ready to conquer the galaxy!

AMIGA - $45 IBM - $45 C64 - $45 APPLE - $45 MAC - $45

RENEGADE LEGION: INTERCEPTOR SSI

Tactical space combat between the Terran Overlord Government and the rebellious Renegade Legions. The player creates a squadron from 24 standard starfighter types, or has the option of custom-designing their own vessels - arming them with mass-driver cannons, lasers, electron & neutron particle guns, or a variety of 'smart' missiles. Missions include anti-piracy patrols, space-station defence, enemy fleet interceptions, and wild melee engagements. Features scenarios and campaign play, plus variable skill levels.

IBM - $60.00 **AMIGA** - $60.00

SPACE 1889 PAR

Based on the whimsical alternate history RPG Space 1889. Five brave and variably skilled adventurers search the solar system for an elusive, advanced alien race. In the process they explore the canals on Mars, the prehistoric swamps of Venus, and the mysterious caverns on the Moon. Even Victorian era Earth offers the intrepid heroes a chance to discover King Tut's Tomb, a lost Mayan city, a radical Martian cult, and other offworld creatures.

IBM - $100

STRIKE COMMANDER ORI

Based on the WING COMMANDER system, here you will fly six different types of fighters against twenty enemy types. The year is 2007 AD, and you will serve a mercenary fighter command, fighting neo-nazis, third world dictators, and the IRS. With a 20 mission interactive campaign.

IBM - TBA

TWILIGHT 2000 MIC

Set in Poland after the devastation of WWIII, players have to help to rebuild society. Your party may have up to four members, and there will be dozens of AFV and weapon types, a scenario which allows great freedom of action, a huge territory to explore, a villain to be overthrown, a 3-D vehicle simulator, and so on. Due later this year.

IBM - TBA

WING COMMANDER ORI

This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simply to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalthi, with 6 guns they are murderous!), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. (And a secret awaits you in the last mission!)

Note: requires 1.2 meg disk drive, and hard disk or two floppies.

IBM - $85.00 **AMIGA** - TBA

SECRET MISSIONS # 1 (Wing Commander) ORI

This is the first module for WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has four new ship types, plus a mission selector for WING COMMANDER. Requires 1.2 meg disk drive.

IBM - $40.00

SECRET MISSIONS # 2 (Wing Commander) ORI

The second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & it's fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the new allies.

Requires 1.2 meg disk drive.

IBM - $40.00

WING COMMANDER II ORI

Due out in late August, this entirely new campaign will contain a jump capable fighter, a fighter with the option of flying as a tail gunner, new killer torpedoes that can destroy enemy Kilrathi capital ships with one hit, and new Kilrathi stealth fighters! But to make matters more difficult, human traitors have infiltrated our fleet, and may attack you at any time, as they may be your wingmen. Will have new characters, new missions.

Requires: hard disk and 1.2 meg disk drives.

IBM - TBA

FANTASY

BARD'S TALE # 3 Thief of Fate EA

An ominous darkness shrouds the city, and our once-haughty adventures are cowering behind their mugs of mead. An unspeakable evil has crept forth from its tomb to lay siege on Skara Brae, and the King's soldiers can do nothing to avert the inevitable horrors that will follow - except, of course, to beg the heroes to boldly search for the demesne of their nemesis, enter 87 terrifying dungeon levels, travel through 7 dimensions, and beat the crap out of every dark entity they meet. With new spells, 13 character classes, and 500 monsters.

AMIGA - $60.00 **IBM** - $50.00

FIRE KING SSG

A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks and cranies for treasure and evil foes. Features arcade style action with 3-D graphics. Players meander around the Fire King's Realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action a-plenty for those brave enough to venture from the castle's comforts.

C64 - $37.00 IBM - $45.00

HEROQUEST GRE

This is based on the Milton Bradley HeroQuest game, designed by Games Workshop, an adventure where elves, wizards, barbarians and dwarves do battle with dark forces in search of hidden treasure.

AMIGA - $70.00

KING'S QUEST #1 Quest for the Crown SIE

Not just a glorified AD&D type slugfest in an endless maze of dungeons, this is a fantasy adventure in the grandiose vein of a classic mythical extravaganza! A lone hero partakes in a wide variety of tasks and challenges, from violent encounters with savage beasts, to solving labyrinthine puzzles. The program has a depth that is rare for this genre: icons interact, combat has a secondary role to the story, and each situation has multiple solutions thus promoting several replays.

IBM - $50.00 AMIGA - $50.00

KING'S QUEST #2 Romancing the Throne SIE

Our fearless hero from the first game has been promoted into the King's Court - and as a consequence when the princess is abducted by some vengeful fiend it's up to him to rescue her. OK, so the theme isn't awfully original, but let's face it folks, pulp fantasy never is very sophisticated. However, this multi-dimensional adventure is a worth successor to its parent program. Highlights include a trou of a Vampire's haunt, a polite conversation with Neptune, and a protracted search for three magical keys.

IBM - $70.00 **AMIGA** - $70.00

KING'S QUEST # 3 To Heir is Human SIE

Just as King's Quest #2 was a improvement over #1, this third instalment features even better graphics with amusing sound effects. The major theme of this adventure is the search for the character's real identity. Our hero will be involved in an unexpected sojourn with slavers, a swashbuckling four of the sea on a privateer's raider, and learning how to win friends & influence people with mighty magics. Quite humorous in parts.

IBM - $70.00 **AMIGA** - $70.00

KING'S QUEST # 4 Perils of Rosella SIE

This game boasts superior graphics and sound-effects - the basic promise of the plot is thus: the royal family is poised to suffer some evil-induced doom - unless a loyal hero-type can successfully return from a blood-curdling, gut-wrenching quest into the more nefarious realms of the world. Not one, but many adventures will have to be undertaken to remove the curse (and some important discoveries can only be initiated at night.) The dangers are many, and mistakes are dealt with harshly, but the rewards are more valuable than gold! With a 10 minute animated intro.

IBM - $70.00 **AMIGA** - $70.00

KING'S QUEST # 5 SIE

Absence Makes the Heart Go Yonder!

King Graham, returning home from a previous escapade, finds his castle and all its occupants missing! With Cedric the Owl as his guide (he's also useful if the rations run low...), valiant King Graham sets off in search of his family and the real estate they were last seen in. Can he save his loved ones, and everything else, before the mortgage repayments ruin him financially? The best graphics yet (as one would expect, with a game that takes up 10 meg on the hard disk) with a magnificent orchestrated soundtrack, realistic sound effects, and mouse activated icons.

Requires: 1.2 meg disk drive, and hard disk or two floppies.

IBM VGA - $90 **IBM EGA** - $100

LORD OF THE RINGS, Part One EA

This is the official computer game of the Lord of the Rings. The adventure starts with our four hobbit friends, Frodo, Sam, Merry, and Pippin, at Bilbo's party. Bilbo makes his grand disappearance, and Gandalf comes to tell Frodo about the One Ring. As Frodo, you now have to escape from the Black Riders and flee to Rivendell, so the great quest can begin. This is a big game, (and requires hard disk?)

IBM - $60.00

ULTIMA III Exodus ORI

Savage orc raiding parties are plunging like knives deep into the civilised empire, and with each stroke the blood of murdered folk stains the scorched earth. A force raw with evil intent grows ever stronger, its thirst for death never slaked by the continuous violence that its presence promotes. This monstrous entity seems to be the product of the long dead wizard-king and his cruel daughter - an elaborate revenge that will surely devour the land unless it is defeated.

AMIGA - $60.00

ULTIMA IV Quest of the Avatar ORI

Although the dark entities of the Evil Triad no longer stalk the land, malevolent forces still thrive unchecked. Nightmare creatures such as daemons, dragons, and undead horrors prey upon the unwary. Hidden dungeon-lairs still house all manner of hellspawn and corrupt magics. The proud empires of man have been seduced by unholy promises, while the very heart of the land is being slowly stricken by greed and vanity. Another war must be waged against evil, a final cleansing that will sweep away the brooding detritus of terror. A final conflict against he ultimate opponent - the Self - awaits!

C64 - $80.00 **IBM** - $80.00 **AMIGA** - $80.00

ULTIMA V Warriors of Destiny ORI

Britannia's adored head of state disappears whilst on an expedition into the vast underworld. His successor becomes a tyrant, and yet again the peoples of the land are burdened with injustice and fear. The populace must be liberated, and to do so requires a hazardous quest through the underworld. Players must brave the vile denizens of a huge subterrean world, and

then survive the treacherous plots of a desperate dictator when (if) they return. Features superb background material, including extensive non-violent encounters, and an abundance of markets, taverns, castles, dungeons, etc.
C64 - $80.00 **IBM** - $80.00 **AMIGA** - $80.00

ULTIMA VI The False Prophet ORI

Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc through the chill air, and the gory refuse of victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld (brought forth from the 20th Century is a stunning graphic introduction) and put an end to these evil incursions. This seven-disk campaign features superb graphic quality and very extensive detail! This would have to be the most visually stunning and comprehensive fantasy adventure yet produced.
C64 - $85.00 **IBM** - $85.00

ULTIMA VII The Black Gate ORI

200 years have passed in Britannia, and though the society has advanced, an incurable disease is striking the mages, pollution and ecological waste is running rampant, and the Moongates are malfunctioning, and murders are running amuck. You have to discover who is behind it all. Features superb graphics, sound track, and background effects. Requires 1.2 meg disk drive.
IBM - TBA

WARLORDS SSG

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurg on the box, which well sums up the friendly atmosphere.
IBM - $50.00 **AMIGA** - $50.00

CHAMPIONS OF KRYNN SSI

As one would expect, this program is set in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package presents an epic-quest similar in character and complexity to Pool of Radiance. A party of grizzled veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features extensive dungeons and lairs, plus the more civilised communities that reside in Krynn.
C64 - $50.00 **IBM** - $50.00 **AMIGA** - $55.00

CURSE OF THE AZURE BONDS SSI

Sequel to Pool of Radiance, the most popular and potentially rewarding regions of the Forgotten Realms fantasy world is now revealed to explorers intent on glory, or adventurers seeking excitement and treasure. This program offers a very large multi-disk campaign for high level (10th Level and above) heroes and heroines. The mechanics feature extra character classes (rangers and paladins), many new spells, and an array of fearsome beasties and dangerous lairs.
C64 - $30.00 **IBM** - $50.00 **AMIGA** - $50.00

DEATH KNIGHTS OF KRYNN SSI

It has been one year since the Champions of Krynn claimed victory over the massed forces of evil. Now the Lord of the Death Knights, Soth himself, is preparing to wreak havoc in an eruption of evil such as Krynn has never witnessed. As members of the Special Solamnic Order of the Champions of Krynn, you and your party stand as the only force capable of answering Soth's deadly challenge - and living to tell it. This game takes the award winning game system used in Champions of Krynn to new heights. There are higher character levels, new monsters and spells, and enhanced combat.
C64 - $50.00 **IBM** - $60.00 **AMIGA** - $60.00

DRAGONS OF FLAME SSI

Following the game format used in HEROES OF THE LANCE, in this arcade action style adventure, the Dragonlance heroes are sent on a quest to rescue slaves from the vile Draconian fortress of Pax Tharkas. Ten characters are available for this daunting task (each with specific skills), although only one of them can be played at a time. All actions happens real time in colorful animation.
C64 - $40.00 **IBM** - $50.00

DRAGON STRIKE SSI

This is *the* authentic Dragon flight simulator! Now with absolutely stunning graphics, you can feel the raw power of the mighty dragon surging beneath you as the wind beats in your face. Your hand trembles, not from the heft of the dragonlance, but from the anticipation of the battle that is to come. The air screams with the fury of enemy dragons and creatures - even flying citadels! The deadly skies above Krynn explode before your very eyes. The realistic first-person viewpoint propels you into a detailed, fully animated, 3-D world. Learn to fly dragons and master over 20 types of missions. Progress through 3 different orders of Solamnic Knighthood, gaining bigger, more powerful dragon mounts as you go. Receive magic items along the way, and dragon fangs, talons, and deadly breath weapons are just a few of the dangers you'll face in the fierce heat of dragon combat.
C64 - $40.00 **IBM** - $40.00 **AMIGA** - $60.00

EYE OF THE BEHOLDER SSI

This is the first game using a brand new system - players receive a 3-D point of view that creates that "you are actually there" feeling, and all commands are done with a "point and click" system. You are welcomed to the proud city of Waterdeep - a metropolis awash with intrigue and adventure, frequented by wealthy merchants and august nobles, alive with vitality and color, perfumed by spices ad herbs from around the world. Beneath these every busy streets, beyond the reach of both light and noise, is a labyrinth of sewers that conceals a criminal conspiracy. This warren of foul tunnels and dank corridors echo with inhuman shrieks and the eerie sounds of scuttling horrors. Only reckless adventurers seeking wealth unknown and the challenge of conquest dare to enter the untamed realms below Waterdeep.
IBM - $65.00 **AMIGA** - $60.00

GATEWAY TO SAVAGE FRONTIER SSI

Coming later this year.
IBM - TBA **AMIGA** - TBA

HEROES OF THE LANCE SSI

Based on the popular Dragonlance saga, players partake in a quest into the evil-infested temple ruins of Xak Tsaroth, searching for the Disks of Mishakai. Features 8 individually skilled and equipped characters, plus fully animated arcade-style action with colorful graphics. This is everyone's chance to ignore the Draconians and beat the living crap out of every obnoxious Gully Dwarf that they can lay their swords on!
C64 - $30.00 **AMIGA** - $46.00

POOL OF DARKNESS SSI

Coming later this year.
IBM - TBA **AMIGA** - TBA

POOL OF RADIANCE SSI

The Forgotten Realms is a land of adventure and horror, and for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a heroic party of adventurers - their task is to save a city from a horde of rampaging beasties, thus searching for and destroying whatever evil force is behind this mayhem. Features an array of Classic AD&D character classes, monsters & spells. The high quality graphics present a huge variety of exotic encounters, from sprawling cities to terrifying dungeons.
IBM version requires hard disk or two floppies.
C64 - $35.00 **IBM** - $50.00 **AMIGA** - $50.00

SECRET OF THE SILVER BLADES SSI

Shrouded in a mantle of snow, battered by ferocious blizzards, the Dragonspine Mountains is an imposing, unforgiving realm. Hardy miners & trappers ply the ice and rock, gouging a bare living from the cruel land. It was a relentless struggle for survival, but things were going to get much worse...A mine shaft was sunk into unhallowed ground, unwittingly if penetrated an ancient vault. From within the musty depths of the accursed tomb rose a multitude of horrific creatures, and without hesitation they slaughtered those who had released them. Now the mystery of their imprisonment must be solved by brave adventurers, and the evil monstrosity that resides deep inside the frozen gutrock must be vanquished before the entire Dragonspine regions becomes infested. This is a high-level Forgotten Realms adventure, with new spells, monsters, etc. (Who is that glowing mouse?) IBM version requires hard disk or two floppies.
C64 - $35.00 **AMIGA** - $60.00 **IBM** - $50.00

WAR OF THE LANCE SSI

Huge fantasy armies collide in a desperate campaign that will ultimately decide the fate of a continent. The noble forces of Whilestone face the Highlord's Dragonarmies. Stoic formations of knights, elven archers, dwarven engineers, et al, face legions of evil Draconians and even more fell beasts. The game mechanics include diplomatic interaction between racial factions, strategic & tactical screens for manoeuvre and combat respectively, and valiant Hero Quests (arduous trek for mighty artifacts and the like. For 1 - 2 players.
C64 - $35.00 **IBM** - $50.00

MISCELLANEOUS TITLES

RAILROAD TYCOON MIC

Set in the golden age of Railroads, this game gives you complete control of the economic resources of the Industrial Age, and commercial struggles which thrust the world into the 20th Century. Game play is between the 1830s and 1900s, and covers western and eastern USA and Europe. You determine the fate of towns, the prosperity of businesses, the success of entire industries. Select the types of trains which will run on your railroad, determine their schedules and designate the kind of cargo they'll carry. Overcome natural hazards such as storms or floods, or man-made catastrophes such as labour strikes and rate-wars. Other tycoons are determined to crush you or brush you from their path, and you'll have to outmanoeuvre them whilst operation your railroad and dealing on the stockmarket. All these decisions are set against the ever ticking clock of history. Trains available go from the first steam models up to diesel and electric locomotives.
IBM - $90.00 **AMIGA** - $90.00

SIMCITY MAX

This is one of the most original and addictive computer games available - you are a city planner, given the task of designing a city that will grow & develop to successful proportions. There are 6 preset scenarios, each with a given task for you, the city planner, to resolve. But there are also dozens of blank maps to work on, including islands & river sites, upon which you can build a city from scratch. You control where to place roads, highways, & railways, & residential, commercial, industrial areas, plus airports, harbours, fire stations, police stations, sports stadiums, etc. The goal of the game is to please the population, in which case they will stay in your city, & others will migrate, but the people are fussy, & will complain about traffic congestion, pollution, housing costs, taxation levels, unemployment, crime, and so on. You can control each of these factors by building better road systems, keeping industry away from residential areas, lower taxes, and so on. And the challenge to meet is to build a city up to 500,000 population (and I know of only one person to have reached this target!). The graphics and animation are superb, and game mechanics are all pointer controlled, and easy to use. Thoroughly recommended!
C64 - $60.00 **IBM** - $85.00 **AMIGA** - $85.00

SIMCITY TERRAIN EDITOR MAX

This is an extremely useful took for Simcity - now you can fill in those rivers and get more land to build on, you can set up your own river channels, add forests to help with pollution, and custom make your own maps. The game also comes with several scenarios, including a post-nuclear melt-down, and a city with 11 billion dollars.
IBM - $35.00 **AMIGA** - $35.00

SIMCITY ALTERNATIVE ARCHITECTURE #1 MAX

This adds three new data sets for Simcity - Ancient Asia, with new icons, such as small villages, oriental castles & monasteries, rice fields, typhoons, dragons, etc. Medieval Times, with rural villages, jousting tournaments, castles, etc. And Wild West, with farmers, miners, ranchers, twisters, balloon crashes, and so on. Very cute.
IBM - $60.00 **AMIGA** - $60.00

SIMCITY ALTERNATIVE ARCHITECTURE #2 MAX

This is the best data disk, with three futuristic settings: Moon Base, with bubble dome buildings, space ships, dust pools, oxygen shortages, etc. The other two data sets are Future USA and Future Europe, each with superb graphics depicting new hospitals, traffic tubes, mono-rail trains, cold fusion plants, space ports, and so on. Extremely mesmerising.
IBM - $60.00 **AMIGA** - $60.00

SIMEARTH MAX

A grandiose program that begins with the birth of a planet and finishes when the world dies 10 billion years later. The player assumes the role of creator, carefully nurturing a habitable environment, then introducing the first tentative links of life, and developing these microbes through the evolutionary chain until they reach the apex of a space-age civilisation reaching for the stars. Features a Mars/Venus terraforming variant. The mechanics are very detailed, and include such things as atmosphere, biosphere, geosphere, technology disasters, continental drift, evolution, alternate civilised life forms, global warming, war, pollution, all based on the Earth as a living organisism theory.
IBM - $100.00

IBM GAMES

All programs require a COLOR CARD to run, and some games are available separately in CGA, EGA, or VGA, though most games are compatible for all three. Most IBM games are also available on 3.5" disks on request, however, for the others, we can provide a conversion, which will involve a small wait.

MINIATURES RULES

ANCIENT RULES - WRG

ANCIENT RULES 7th Ed. HISTORIC
Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a 56-page book, plus reference cards. The rules include historic background, field engineering, fortifications, unusual 'terror' weapons, and basic stratagems. **$15.00**

BATTLESYSTEM

BATTLESYSTEM FANTASY
A moderate-complexity system covering large-scale battles between fantasy units. Mechanics feature magic, heroes, monsters, flying, sieges, and much more. The rules favor the use of 25mm scale miniatures - particularly **Ral Partha**'s excellent range. Each figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a formation. The 128 page book features many colour photographs. **AD&D** Player-characters can be converted into major heroes or villains for any **Battlesystem** scenario. Includes basic, intermediate, and advanced rules. Produced by **TSR**. **$35.00**

BATTLESYSTEM SKIRMISHES (due Sept.)
This 128 page supplement includes revised mechanics and variant rules. More details next catalogue. **$35.00**

BLADESTORM

BLADESTORM FANTASY
Skirmish-style system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called Bladestorms. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page colour troop guide, two large colour maps & dice. By **Iron Crown.** **$45.00**

BLADESTORM BESTIARY
A 96 page creature compendium that features over 100 beasts - undead, dragons, demons, shapechangers, zepher hounds, et al. Also includes 10 scenarios, random encounter generators & treasure tables. **$25.00**

CHALLENGER II

CHALLENGER II MODERN
Covers battlegroup combat from 1950 to the 1990's. Each micro-scale miniature in the game represents one weapon system. The 66 pge rulebook includes reference-charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multi-role ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **$15.00**

MODERN EQUIPMENT HANDBOOK
92 page guide to equipment specifications & point values. Contains a compendium of vehicles (MBTs, tank destroyers, APCs, ACs, recon units), anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars, artillery & helicopters from 49 countries! **$15.00**

DIGEST #3
Features a comprehensive international catalogue of engineering vehicles (with unit compositions), plus two European scenarios, variant close assault mechanics (for faster combat resolution), equipment data updates, and a global Army listing update. 68 pages.$14.00

DIGEST #4
Ultra Modern Army Lists Volume 1. This 77 page book details unit compositions of the major & neutral forces on the central European front. Essential data for gamers who organise forces on realistic parameters. **$15.00**

DIGEST 5
Features comprehensive tables of organisation for the Middle East, Africa, the Far East, Latin America, and superpower Intervention Forces. Includes a brief listing of 'hot spot' forces from Central America. 77 pages. **$15.00**

COMMAND DECISION

COMMAND DECISION WORLD WAR TWO
Tactical rules for combined-arms combat in Europe. This box set contains a 32 page rulebook (with basic & advanced mechanics), a 16 page weapon data book (for the US, Germany, Italy, Russia & England), a 28 page divisional unit organization book, a 12 page campaign book with 6 scenarios, a 4 page rules summary folder, 4 card charts, and markers. This is a very playable system for any scale. Illustrated with photographs. The 2nd Ed. version includes the **Bastogne** (48 pages, 16 scenarios) and **Barberossa** (64 pages) campaign modules. **$40.00**

ARMIES OF WORLD WAR 2
A **Command Decision** supplement with Orders of Battle, and equipment performance charts, for the early (1939-'40) European (France, Poland, etc) and Pacific theater (Japan, China, USMC, et al) combatants. 96 pages. **TBA**

COMBINED ARMS MODERN
Uses the **Command Decision** system for contemporary wargaming. Sophisticated electronics have accelerated the pace of combat, while high-tech munitions greatly enhance the severity of destruction. The rules stress command-control, and are designed so that players must balance unit integrity & maneuver or suffer attrition. Includes mechanics for air power, NBC warfare & combat engineering. With complete gun charts & current vehicle-organisational lists for 12 countries. 152-pages. **$25.00**

THE SOUTH ATLANTIC WAR
Although this product mainly deals with the naval actions between Britain & Argentina, rules are provided for interfacing **Combined Arms** with several of the scenarios that depict the land war. With historical background. **$25.00**

OVER THE TOP WORLD WAR ONE
Rules for tactical combat in the bloody mire that was World War I - the dawn of modern warfare. The game mechanics feature gas, artillery barrages, complex trench systems, rudimentary AFVs, and the deadly machine gun. This 128 page book includes 10 scenarios (one involves Australian cavalry in the Holy Lands), two campaigns, and complete national Orders of Battle. **$25.00**

FANTASY WARRIORS

FANTASY WARRIORS FANTASY
Grenadier's incursion into the realm of fantasy tabletop wargaming is a pleasant surprise. They've produced a low-to-moderate complexity system that allows play to flow quickly without sacrificing the details necessary for an epic swords 'n' sorcery battle. The 56 page rulebook includes sections on orders, scouting, warchief boasting, omens, threats (quite useful), magic, talismans, army lists, etc. There are also 150 markers, various dice, and 102 plastic miniatures (Dwarves & Orcs). **$70.00**

FANTASY WARLORD

FANTASY WARLORD FANTASY
A mass-combat system that enables players to field armies of unlimited size. The comprehensive mechanics feature formation-level manoeuvre & combat resolution, with individual characters representing warrior-heroes, priests, thieves, wizards and discipline masters. Details include army creation, unit organisation, orders, flying, terrain, missile fire, morale, divine intervention, divine agents, magic armour & weapons, artifacts, two types of battle-magic (Arcane & Divine - 109 spells), tactical tips, campaign-world source material, racial backgrounds and numerous reference sheets. 192 pages. **$40.00**

FANTASY ARMIES OF VORTIMAX (Module) **TBA**
FANTASY ARMIES BESIEGED **TBA**

FIREFLY

FIREFLY WORLD WAR TWO
Tactical Battlegroup actions using micro-scale miniatures. Mechanics are based on the excellent **Challenger II** system. The rules are quite comprehensive, recreating an historic feel for combined-arms strategy. The 100 page rulebook includes a selection of markers, a reference chart, and a 'beaten zone' template. Detailed source material is provided, with a large technical list of vehicles & aircraft from 12 nations, plus Army lists for the world's major forces (featuring Brigade, Regiment, Division, Kampfgruppe & Corps sized formations). Moderate to high complexity - highly recommended! **$15.00**

HARPOON

HARPOON MODERN
Excellent tactical naval wargame rules. This box set features a 48-page rulebook, the 144 page **Data Annex 1990-91** book (see below), a 16 page scenario book, two reference cards and 168 counters (if you can't afford miniatures). The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. Incorporates devastating air power & sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc). Great! **$60.00**

BATTLES OF THE 3rd WORLD WAR
Contains 14 scenarios depicting Soviet & NATO naval engagements in the North Atlantic - the victor will control Europe's vital supply-lanes. With new rules, secret weapons, plus essays on maritime strategy. 48-pages. **$18.00**

SHIP FORMS
25 detailed status sheets for popular ship-classes in the NATO (12 entries) & Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft & 4 helicopter profiles, plus a scenario-generation system. **$18.00**

SUB FORMS
Like **Ship Forms**, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. **$18.00**

ASW FORMS
Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario-generation system **$18.00**

DATA ANNEX 1990-91
The key to **Harpoon**'s popularity is its authoritative **Data Annex** - filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels & on-board systems. Also features new aircraft endurance rules. **$22.00**

THE SOUTH ATLANTIC WAR
Features 24 scenarios that recreate the furious clashes between Britain & Argentina in their battle for control of an island full of cold sheep (not New Zealand). Includes pre-generated ship status sheets, historical background, force lists, environmental data & land campaign rules. **$25.00**

TROUBLED WATERS
Pregenerated ship forms and special rules that cover the navies of the third world (like Australia), with an emphasis on current global trouble spots (economically, we're in deep trouble!). 64 pages, due Nov. **$27.00**

JOHNNY REB

JOHNNY REB 2nd Ed. U.S. CIVIL WAR
One figure (of any scale) represents 20 soldiers, forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86-page rulebook (illustrated with diagrams), 11 pages of scenarios, 2 quick-reference charts & 300 counters (if you don't want to purchase miniatures). Comprehensive in its historic detail, but with playable mechanics **$50.00**

TO THE SOUND OF THE GUNS
An excellent historic supplement that spans the entire War of the Rebellion. Contains 12 scenarios, some of which feature special rules that cover the unique problems faced by the Union or Confederate troops involved. **$18.00**

NAPOLEON'S BATTLES

NAPOLEON'S BATTLES HISTORIC
Rules for grand-tactical land warfare 1792-1815. Features unique mechanics that stress Command-Control & player interaction. One 15mm figure is used to represent 120 infantry or 80 cavalry, with 1 artillery base per battery - forces are employed at brigade or regimental strength. One turn = 30 minutes, one inch = 100 yards. The box set includes an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with 3 complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 historic troop types, and 800 leaders rated for their abilities. By **Avalon Hill**. **$60.00**

NAPOLEON'S BATTLES EXPANSION MODULE
Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain & formations, etc), and 9 complete scenarios - from Valmy 1792 to Craonne 1814. 54 pages. **$27.00**

PHOENIX COMMAND

PHOENIX COMMAND 2nd Ed. GENERIC
A quick-playing and extremely realistic small-arms combat system. Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary weapons (pistols, SLRs, LMGs, grenades, shotguns, et al). 90 pages. highly recommended. **$35.00**

HIGH-TECH WEAPON DATA SUPPLEMENT
A 32-page list of futuristic weaponry (such as Sliver, Flechett & Lase munitions) and body armor (flex, power, ect.). Includes data on caseless ammo, mines, launchers et al. Ideal companion to Cyberpunk genre games. **$22.00**

ADVANCED RULES
Includes mechanics for blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, optical scopes & more! Plus RPG-related rules for skills, training & experience. More mayhem for your money! **$20.00**

HAND-TO-HAND COMBAT SYSTEM
No mucking-about here kids, straight into the messy stuff! 47-pages of real hands-on violence - from whips & swords to baseball bats & chainsaws! This product includes character generation, medicinal mechanics, etc. **$22.00**

WORLD WAR II WEAPON DATA SUPPLEMENT
Features over 80 small-arms (pistols, HMGs, SMGs, rocket launchers, explosives, et al) from Italy, France, Germany, Russia, America, Britain & Japan. An ideal supplement for squad-level WW2 miniatures games. **$18.00**

WILD WEST WEAPON DATA SUPPLEMENT
Features 48 popular weapons of the period, with an overview of 19th century weapons development. Includes rules on quick drawing, fanning revolvers, speed loading, and other classic western-shootout kinda stuff. **$15.00**

SPECIAL WEAPONS DATA SUPPLEMENT
Contains the necessary rules/data for a variety of unusual weapons, like riot control gear, flamethrowers, mini-guns, claymores, modern bows, silencers, Special Forces gear, & garrotes. 32-pages of more family fun. **$20.00**

CIVILIAN WEAPON DATA SUPPLEMENT
Details weapons available (in the U.S.) for civilian use (ie: a McDonald's massacre!) or police operations. With 48 pistols, 24 bolt action rifles, 12 lever action rifles, 12 semi-auto rifles, 12 paramilitary rifles & 10 shotguns. **$20.00**

ARTILLERY SYSTEM
For those who think that rifles don't make enough mess, or that shotguns are only messy at ranges too close to contemplate - here's some heavy hardware that's guaranteed to turn targets into fertiliser! 72 pages on guns, rockets & mortars; with rules for indirect fire, fire missions, air & ground bursts, defensive positions, etc. **$27.00**

MECHANISED COMBAT SYSTEM
I imagine that the theory behind this one is that if you can't shoot the buggers, then run 'em down with a bloody great tank! Will cover modern weapon systems. Due? **$20.00**

LIGHT VEHICLE SUPPLEMENT
Rules, game data & status sheets for civilian automobiles & limos, to Humvess, BMPs & Bradlies, etc. Due? **$27.00**

ADVANCED DAMAGED TABLES
This 2nd edition supplement features improved graphics & layout - more details when it arrives. Due? **$20.00**

RULES ACCORDING TO RAL

CHAOS WARS FANTASY
Fantasy wargaming rules specifically designed for use with **Ral Partha** miniatures. The mechanics are structured for ease of play, and are flexible enough for both small skirmishes or much larger confrontations. One figure represents one person or creature - battles are conducted by formations - with individual leaders, heroes, wizards & monsters. This boxed set includes a 28 page rulebook (with 4 scenarios), 2 reference charts, 8 character cards, and 5 miniatures (with game stats). Quite recommended - quick turn resolutions & great fantasy character. **$27.00**

SPACE 1889

SOLDIER'S COMPANION SCIENCE FICTION
An unusual, but effective, set of rules that meld science fiction imagery with the colonial adventurism of the Victorian era! Basically this is a good, solid set of 19th century colonial rules: however; the land, aerial & aquatic forces are liberally spiced with weaponry of a more fantastic nature - land juggernauts, combat tripods, zeppelins, and autogyros, etc. Also includes complete Army Lists for the major combatants of Earth, Mars, Venus & Luna. A serious set of wargaming rules that features a lot of imagination and pulp imagery, 192 pages. **$30.00**

IRONCLADS AND ETHER FLYERS
Aggressive nations contest for domination of the world's oceans during the unstable period before the Great War. These detailed aeronaval rules enable clashes between armadas of dreadnoughts, monitors, submarines, aerial cruisers, ether battleships, zeppelins, and the like. This 108 page book features extensive 'period' mechanics, a multitude of special weapons & weapon platforms, ship forms, 9 scenarios, 6 campaign games, a ship design system, and comprehensive vessel lists for 29 nations. Compatable with **Soldier's Companion**. Great! **$27.00**

SPACE MARINE

SPACE MARINE SCIENCE FICTION
Set in the **Warhammer 40,000** universe, **Space Marine** is a game of tactical land combat in a brooding, gothic universe where a techno-religious Imperium fights an array of fantasyesque races & the dread spectre of Chaos! **Citadel**'s superb Epic-scale miniatures are designed for use with these rules, and they amply reflect the tortured, draconian future that is **Space Marine**'s background. This box set includes a 64 page rulebook, various templates & markers, 14 cardboard buildings, plus plastic vehicles (48) & infantry (320 + 64 squad bases). Although not a complex simulation, the end result is very entertaining.**$100.00**

CODEX TITANICUS
A 92 page supplement for **Space Marine** that provides rules for advanced damage, close combat, Titan design, campaigns, plus details on a host of Imperial, Eldar & Ork Titans, AFVs & support weapons. Includes a number of reference sheets, charts, counters & templates. **$50.00**

MARINE CODEX
Basically this is **Codex Titanicus** with ground combat mechanics, plus all of the new rules and supplements that have appeared in **White Dwarf** since it was printed. **TBA**

STAR WARS

STAR WARS MINIATURES BATTLES SCI FI
A 112 page book of tactical squad-level combat in the Star Wars universe. The rules feature two levels of complexity, as well as mechanics for close assault, alien terrain, squad creation, heroes, droids, morale, hidden movement, special weapons, the force, etc. Abundantly illustrated. Includes templates, markers & scenarios. **$40.00**

WARHAMMER FANTASY BATTLES

WARHAMMER FANTASY BATTLES FANTASY
3rd edition 278 page hardcover book. Mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial combat, character skill-levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types & much more, plus a wealth of background material on the **Warhammer** universe. Units are allocated to regiments, with morale & combat efficiency pertaining to the whole formation - heroes, magic-users, monsters, special weapons, and other such elements become potent auxiliaries. Includes a scenario plus 24 pages of templates & charts. **$70.00**

WARHAMMER FANTASY SOFTCOVER **TBA**

REALM OF CHAOS VOL. 1
Also for use with **Warhammer 40000**, this book features new rules for chaos magic, Daemonic weapons & chaos attributes! Plus a comprehensive array of information pertaining to the chaos deities, chaotic organisations, cults & Army Lists. "For Mature Gamers" says the blurb on the cover, no doubt this helps boost their sales to younger players! 282 pages of gothic-horror splatter frenzy. **$70.00**

REALM OF CHAOS VOL. 2
This 296 page tome of gut-wrenching, spine-quivering and ball-shrivelling terror further describes the obscene world of Chaos for **Warhammer Fantasy** & **Warhammer 40000**. Details include new magic, chaos gifts, narrative campaigns, monoliths, the Dark Tongue, lesser powers, new warbands & cults, daemon legions, the chaos army of Nurgle & Tzeentch, renegades, plus lots more! **$70.00**

WARHAMMER ARMIES SOFTCOVER
This 162 page book presents a huge array of army lists (with revised army-record sheets) for everything from Dark Elves & Pygmys, to mercenaries & gobbos. Also features more rules on combat, special troops, magic, artifacts & monsters. All troop-types are illustrated, as are shield & banner designs for gung-ho figure painters. **TBA**

WARHAMMER 40,000

WARHAMMER 40K SCIENCE FICTION
A tactical science fiction miniatures system suitable for games varying in size from simple skirmishes to monster engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities & bionics. There is also a comprehensive listing of the weapons, armour & combat vehicles of this gothic future. Extensive background information is provided, with a brief history of the Imperium, as well as a detailed bestiary of the bizarre beasties and cruel aliens that inhabit the known planets. With 272 pages, plus unit-briefs, templates & record sheets. Designed for use with **Citadel** miniatures. **$50.00**

WARHAMMER 40,000 COMPENDIUM
A 198 page softcover book that includes rules for medics, craters, bikes, predators, dreadnoughts, Robots and other such related miscellany. There are also extensive painting guides for **Citadel**'s superb range of miniatures, and other articles of interest for the **WH40K** enthusiast. **$50.00**

WAAARGH - ORKS!
104 page Ork sourcepack containing everything you ever wanted to know about this obnoxious, brutish race. Experience the culture, however rude and filthy, of the infamous Mad Boyz & their brethren. Covers Orc history, society, castes, clans, uniforms, banner art, languages, Gretchin's, Snotlings, the much abused Squigs, and more. **$50.00**

'ERE WE GO
More Ork source matierial - 208 pages - details include Painboyz (with various nefarious attachments), army lists for 3 new Clans, Runtherdz, Weirdboyz, Madboyz, Mekboys, Tinboyz, cyboars, Ork mekaniaks, kuston vehicles & weapons, robots, wargear, shokk attack guns, Freebooterz, painting guides, and heaps more besides! **$70.00**

WARHAMMER 40K COMPILATION
Yet another supplement that features a plethora of material taken from the **White Dwarf** magazines. This includes Army Lists and extensive background information on the Eldar & Genestealer races, new rules for Space Marines & Terminators, painting guides, plus a history of the Space Wolves' Primarch Leman Russ. **$50.00**

Restocks of **Games Workshop** material may be slow.

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ADVENTURERS CLUB

An quartlerly publication printed by Iron Crown - this B4 format (half A4) magazine contains specific articles for the Champions and Fantasy Hero Role Playing systems. Each issue features a selection of mini-adventures, new creature and non-player character statistics (such as major villains) for both systems, general essays on gaming technique, descriptions of various campaign organisations, notes for improved play, and other such related topics. This little mag' is an ideal companion to those gamers who enjoy the Hero system material. Publication regularity is good, but unfortunately Iron Crown produces only four issues per year.

☐ **$26.00** for **6** issues

☐ **$47.00** for **12** issues

ANIMAG

I don't really understand why a magazine dedicated to Japanese animation was included here, although it does have some sort of relevance to our gaming fratenity: all those vivid, technical cartoon slugfests between massive mecha combat vehicles and their young, dashing pilots were the basis of both the Robotech RPG and the Battletech universe. Each issue features extensive articles on Japanese televison & movie animation. Every page is decorated with colour & black 'n' white sketches, stills, and diagrams covering everything from awesome engines of destruction to typically alluring large-eyed heroines. Publication regularity is (at the moment) poor.

☐ **$43.00** for **6** issues

☐ **$77.00** for **12** issues

AUTODUEL QUARTERLY

A literarily effort by the Steve Jackson company, catering exclusively to the Car Wars fanatic... er, enthusiast. The type of article in this magazine is quite regimented: what you get is at least one scenario dedicated to speed and vehicular violence, a selection of new equipment (weapons, car accessories, etc), new vehicle descriptions, gaming advise from designers or smart-ass players (ie: "Drive fast & shoot often!"), and a short-story based on... yep, you guessed it - speed and vehicular violence. This 'mag is both informative and entertaining, and certainly doesn't take itself too seriously (thank god for that). Publication regularity is fair to good, with four issues printed per year.

☐ **$30.00** for **4** issues

☐ **$54.00** for **8** issues

CHALLENGE

Games Designer's Workshop produce this bi-monthly magazine which has become a definitive source for Science-Fiction roleplayers. Every major GDW gaming system is covered; 2300AD Megatraveler, Twilight 2000, and Space 1889. Other non-company systems such as Warhammer 40,000 Battletech, Cyberpunk et al, are also covered (though not as profusely as the former titles). Article definition involves complete adventures, wargame scenarios, variant rules, new equipment & weapons, and general essays on gaming technique. Publication regularity was very good, but in recent times has become poor, hopefully this situation will be rectified soon.

☐ **$33.00** for **6** issues

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DRAGON

TSR's very popular monstrous monthly magazine. The emphasis is naturally on AD&D, with a veritable treasure-chest of articles and adventures (& ads!) that will appeal to both players and DMs alike. Features on D&D, Top Secret SI, and Marvel Super Heroes are tolerated, albeit with less proliferation than the ubiquitous Advanced Dungeons &Dragons ™®©. Every issue includes such things as new spells, magic items, strange monsters, NPC classes, short stories, comics, game reviews, and a very broad selection of essays on better gaming techniques and campaign orientated information. Publication regularity is very good.

☐ **$45.00** for **6** issues

☐ **$81.00** for **6** issues

DUNGEON

TSR's second magazine - a bi-monthly publication specifically dedicated to role-playing adventures - with enough danger and loot to satiate the wander-lust of any AD&D or D&D party. The player's quest for riches and fame, challenges and conquest are fulfilled with at least four mini-modules per issue. Every game is complete, all the information needed to play is set out in a concise format, with all necessary maps and diagrams, plus few illustrations, provided. Infrequently there is an adventure for Top Secret SI, or one of the other secondary TSR RPGs. The quality of the contents is moderate to exceptional. Publication regularity is very good. Recommended.

☐ **$40.00** for **6** issues

☐ **$70.00** for **12** issues

GENERAL

Avalon Hill's in-house magazine - though this great publication deals exclusively with Avalon Hill (what a surprise!) products, and an occasional Victory Games simulation. Each issue highlights a specific (new) product, usually with extensive feature articles. However a very large selection of recent and classic games are also covered in detail. Article definition includes scenarios, designer's notes, tactical tips, optional rules, campaign strategy, coming attractions, computer programs, and (infrequently) variant counters. There is a regular department dedicated to the definitive ASL system. Indispensable reading for all AH enthusiasts! Good publication regularity.

☐ **$40.00** for **6** issues

☐ **$70.00** for **12** issues

RUN 5

Strategic Studies Group's excellent computer journal. As one would expect, the entire magazine is dedicated to SSG's range of excellent fantasy & military computer simulations. Each issue of this Australian publication features articles on designer's notes for new releases, American computer game reviews, detailed variant scenarios, strategy tips, and general articles covering gaming technique & mechanics. Unfortunately this magazine has a notoriously bad printing schedule, and as a consequence I've got to give it a poor publication regularity rating. But it's still highly recommended (almost indispensible) for those computer hacks who have invested in SSG programs.

☐ **$17.00** for **4** issues

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UNSPEAKABLE OATH

A professional 'fanzine' style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and other related miscellany. Everyone who enjoys Chaosium's superb horror RPG would be well advised to invest in this new magazine. Includes material by English & Australian contributors. Due to mysterious circumstances Dagon is no longer with us, all remaining subscriptions have been transfered to this American equivalent. The premier issue of Unspeakable Oath was released in March, and as such publication regularity is unknown.

☐ **$30.00** for **4** issues

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WHITE DWARF

A high quality, monthly glossy English magazine dedicated solely to Game's Workshop products. Enthusiasts of the Warhammer RPG, Warhammer Fantasy Battles, Warhamer 40K, Space Hulk, Blood Bowl, Heroquest, Space Marine, and all the rest will find this subscription invaluable. Articles cover adventures, scenarios, new rules, variant counters, and the like. Profusely illustrated with quality artwork. Every issue contains photographs & relevant statistics for the latest Citadel releases, & numerous pages highlighting superb miniatures painting (both diorama & single figures) by some very talented individuals! Publication regularity is very good.

☐ **$41.00** for **6** issues

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CRAZY SPECIALS

ROLE PLAYING

D&D MODULE SPECIAL

Crazy Special: $10.00 Normally $35.00

You get two Dungeons & Dragons modules - B11 KING'S FESTIVAL, an introductory level adventure where the local cleric has been kidnapped by orcs - and he must be rescued. And you get PC1 TALL TALES OF THE WEE FOLK, a sourcebook on fairy creatures and other woodland races. With legends, culture, etc.

INDIVIDUAL PRICE LIST:	Crazy Specia	Normal Price
B11 King's Festival	**$3.00**	**$13.00**
PC1 Tales of Wee Folk	$8.00	$22.00

AD&D MODULE SPECIAL #1

Crazy Special: $25.00 Normally $79.00

In this offer you get four AD&D modules, including LC1 GATEWAY TO THE LIVING CITY, which is a sourcebook put out by the RPGA Netword, DLE1 IN SEARCH OF DRAGONS, and DLE2 DRAGON MAGIC - two adventures in the Dragonlance World, where all is dangerously threatened, and OA5 MAD MONKEY vs DRAGON CLAW, an oriental adventure focusing on a new martial art band.

INDIVIDUAL PRICE LIST:	Crazy Specia	Normal Price
LC1 Gateway to Living City	**$8.00**	**$22.00**
DLE1 In Search of Dragons	$7.00	$22.00
OA5 Mad Mon vs Drag Claw	**$6.00**	**$18.00**
DLE2 Dragon Magic	$6.00	$20.00

AD&D MODULE SPECIAL #2

Crazy Special: $27.00 Normally $88.00

In this special you get DLR1 OTHERLANDS, a sourcebook on the lost lands of Krynn, DLA2 DRAGON KNIGHT, in which the good dragons of Krynn are being hunted down by a mysterious foe. FRA1 STORM RIDERS takes you to the Forgotten Realms, to rescue a Mongol Princess, and LNA2 NEHWON, an adventure in which heroes must hunt down and find missing magical items.

INDIVIDUAL PRICE LIST:	Crazy Specia	Normal Price
DLR1 Otherlands	**$8.00**	**$22.00**
DLA2 Dragon Knight	$8.00	$22.00
FRA1 Storm Riders	**$8.00**	**$20.00**
LNA2 Nehwon	$8.00	$22.00

1ST EDITION STUFF SPECIAL

Crazy Special: $25.00 Normally $70.00

In this special you get the 1st EDITION AD&D LEGENDS & LORE, so it is for all you RPGers out that that still use first edition AD&D, or collect first edition stuff for love, or want a cheap version of L&L. And you also get the now out of print but extremely popular D&D COMPANION RULES SET #3. So be quick - once this is gone, you'll never see it again.

INDIVIDUAL PRICE LIST:	Crazy Specia	Normal Price
Legends & Lore 1st Edition	**$15.00**	**$35.00**
D&D Companion Rules Set #3	$12.00	$35.00

PLEASE GIVE SECOND CHOICES!

AD&D SUPPLEMENT SPECIAL

Crazy Special: $30.00 Normally $95.00

Here's an offer of AD&D source material that you can't refuse, DRAGONLANCE MONSTROUS COMPENDIUM, GREYHAWK MONSTROUS COMPENDIUM, and the KARA-TUR BOXED SET - all for ten dollars less than MC #4's normal retail! The monstrous compendiums have hundreds of creatures stats of two of the most popular worlds, the KARA-TUR boxed set has two 96 page books describing the places, culture politics, monsters, religions and magic. Includes four double-sided 21" X 32" maps. The Dragonlance Monstrous Compendium includes a D-Ring binder, for Volumes 4 - 7.

INDIVIDUAL PRICE LIST:	Crazy Special	Normal Price
Mon. Comp #4 Dragonince	**$16.00**	**$40.00**
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Kara-Tur: Eastern Realms	**$12.00**	**$35.00**

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Crazy Special: $20.00 Normally $82.00

For this GRAB PACK order you will get 5 assorted Twilight 2000 first edition modules, which are completely compatible with the 2nd Edition rules. We will select the five modules randomly from 28 different titles. If you order more than one pack, we will try to pick all different titles, as far as possible. Some titles available are: *Airlords of Ozarks, Bear's Den, Boomer, Gateway to Spanish Main, Howling Wilderness, King's Ransom, Mediterranean Cruise, Satellite Down, White Eagle, etc.*

Please list any preferences, or modules you already have, but we cannot guarantee to give what you desire.

2300 AD GRAB PACKS

Crazy Special: $19.00 Normally $85.00

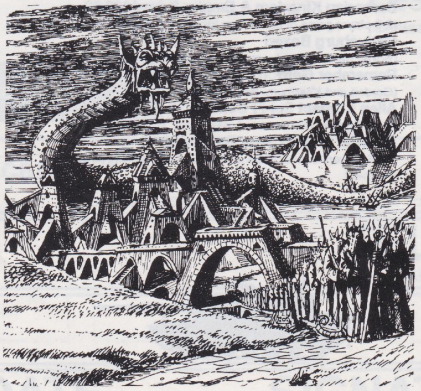
For this GRAB PACK we will give you 5 assorted 2300 AD modules or supplements, randomly selected from 17 titles. This is the perfect introduction to the 2300 AD universe, and will guarantee to give you hours of adventuring. If you order more than one pack, we will try to pick all different titles. The titles available include: *Bayern, Beanstalk, Deathwatch Program, Energy Curve, Ground Vehicle Guide, Invasion, Kafer Dawn, MIssion Arcturus, Ranger, etc.*

Please list any preferences, or modules that you already have, but we cannot guarantee to give what you desire.

LONE WOLF SPECIAL

Crazy Special: $2.00 Normally $26.95

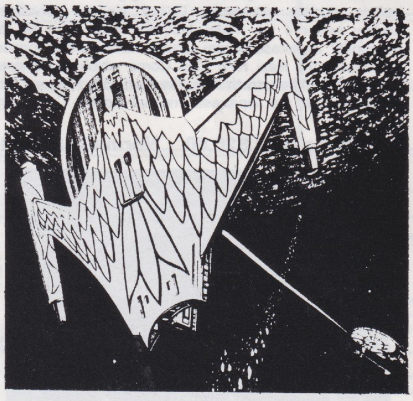
For this ridiculously cheap special (yes, it really is only $2.00!) we will supply you with the MAGNAMUND COMPANION, which is a full color sourcebook on the Lone Wolf world. The book contains many color illustrations, plus several impressive pictures of fantasy miniatures at battle, and there are vast amounts of background information on the land , it's races, full color maps, diagrams of buildings, and so on.



CTHULHU SPECIAL

Crazy Special: $42.00 Normally $120.00

For this special we will send you three popular CALL OF CTHULHU books, being GREAT OLD ONES, six adventures against Great Old Ones, ancient terrors and adversaries against the civilizations of the ages, MANSIONS OF MADNESS, which contains five adventures which focus upon isolated settings, and CURSE OF CTHULHU, a mult-continent campaign against the Brotherhood, who plots to raise up to power an ancient king, and including a separate adventure as well.



STAR TREK DELUXE RPG GAME SPECIAL

Crazy Special: $20.00 Normally $50.00

Well folks, I regret to announce that FASA has now dropped Star Trek from their stock lists, so this is the last chance for anyone to get a copy of the 2nd Ed STAR TREK DELUXE Role Playing Game. So if you ever want to role play one of the best sci-fi settings ever, this Star Trek Deluxe RPG offer is a must. The game is presented with many pages of info, illustrations, photos from the series, maps of Starships and so on. It contains three books and a starship combat simulator.

PARANOIA RPG SPECIAL

Crazy Special: $30.00 Normally $94.00

For all you servants of THE COMPUTER, here is a way to get four modules really cheap - under order of death from THE COMPUTER if you refuse! You will get ALICE THROUGH THE MIRRORSHADES, a cyberpunk spoof, TWILIGHT-CYCLE 2000 - a rip off of T2000 wolrd, VULTURE WARRIORS OF DIMENSION X, and GAMMA LOT - having a go at King Arthur and his merry knights!

INDIVIDUAL PRICE LIST:	Crazy Special	Normally
Alice Thru Mirrorshades	**$7.00**	**$22.00**
Twilight-cycle 2000	$8.00	$20.00
Vulture Warriors of D.X.	**$10.00**	**$30.00**
Gamma Lot	$7.00	$22.00

CRAZY SPECIALS

WARGAMES

MAIN BATTLE AREA OMEGA

A big game of platoon/section modern combat, between US and Soviet battalions. Includes four levels of play, thermal night sights, FASCAM Minefields, and subordinate leader initiative, 600 counters, and one 21" x 30" map.

Crazy Special $25.00 Normally $60.00

AIR LAND BATTLE OMEGA

A US forward deployed corps and its reinforcements is thrown up against a Soviet combined arms army, helped by an armored echelon tank army. Units are brigade at regimental scale, with air, artillery, electronic, chemical weapons, missile support, etc. The game endeavours to simulate the co-ordination and sequencing of all combat assets. With 600 counters and one 21" x 32" map.

Crazy Special $25.00 Normally $60.00

TOMORROW THE WORLD 3W

This game is a good, playable simulation of an hypothetical German/Japanese war in 1948. The game has a point to point movement system, not hexes, so movement is very simple. 200 counters represent air, naval, and land units; and a further 200 counters representing mushroom clouds, ownership, supply, fortifications, etc. The rules includes simple and advanced rules, and has special units, alternate history, and so on. A good, fast moving game. Special rules include nuclear warheads, United Nations rebellions, nuclear winter if too many A-bombs have gone off, air superiority, Japanese banzai attacks, naval gunfire support, kamikazes, the Nazi King Lion Corps which is equipped with the E-100 behemoth tank, the Nazi 11th Flieger Corps paratroop unit, the Japanese Imperial Rocket Corps, and so on.

Crazy Special $20.00 Normally $70.00

BEST OF DRAGON MAGAZINE GAMES

This boxed game contains six of the best games that have been put in the DRAGON magazine. These include BATON RACES OF YAZ, fighting in the swamps, FILE 13, parody of the games world, KING's TABLE, ancient strategy game, SEARCH FOR EMPORER's TREASURE (self explained), RINGSIDE, two player boxing game, and FOOD FIGHT - a 1930's slapstick cafeteria combat, in which the winner is the cleanest man standing!

Crazy Special $20.00 Normally $45.00

STAR WARS BOXED SET TRILOGY

Crazy Special $45.00 Normally $170.00

For this absurdly low price, we will supply you with ESCAPE FROM THE DEATH STAR, a solitaire or multi player game of a team trying to get out of the Death Star, while being pursued by stormtroopers (who can't seem to hit their targets!). BATTLE FOR ENDOR, a solitaire game of the rebels and Ewoks taking on the Imperial Forces on Endor, fighting over the Energy Shield Generator, and ASSAULT ON HOTH, in which the rebel base has the stuffing blown out of it by Imperial Walkers. The rebels have ground troops and snow speeders, installations, etc.

INDIVIDUAL PRICE LIST:	Crazy Specia	Normally
Escape from the Death Star	**$20.00**	**$60.00**
Battle for Endor	$20.00	$55.00
Assault on Hoth	**$20.00**	**$55.00**

STAR TREK STARSHIP COMBAT GAME

Due to FASA dropping their entire Star Trek range, we are regretably following suit. The Star Trek Starship Combat game is one of the best sci-fi games available. The rules contain three levels of play, and are simple and quick. Each starship has a set amount of power, generated by the warp drives and impulse drives. With this power you have to decide whether to energise phasers, photon torpedoes, shields, or movement. You don't have enough power to do all three - so each turn players must determine their strategy and allocate power accordingly. The counters are visually stunning, and there are large maps and planets, moons, etc. Get your orders in quick, for these won't last long at this price.

Note: the first five or so orders will receive the following items as well, until we run out: Romulan, Federation, Klingon Ship Recognitions Manuals.

Crazy Special $15.00 Normally $50.00

EXCALIBRE CRAZY SPECIAL LISTING

For all of you who have been involved in the gaming world since the early '70s, you will have heard of several of the below games, and you may wish to obtain them for sentimental reasons. So all customers please note: *the following wargames are old (early '70s), and therefore contain out of date artwork, game components, and rules.* But they are low in price!

Caen France 1944 Ziplick $8.00
(Contains 100 die cut counters, map, rules.)
Cassino 1944 Ziplock $8.00
(Allied assault on German positions, 100 counters.)
Crimea 1941-42 Ziplock $8.00
(The Russian Front, 100 counters.)
Sidi Rezegh 1941 Ziplock $8.00
(Mobile desert warfar, 110 counters.)
Total War 1939 Poland Ziplock $10.00
(Polish campaign 210 counters, 2 color map.)
Quazar Sci-Fi Ziplock $16.00
(Battle for the galaxy, 840 counters, 4 maps, etc.)
Malaya 1941 Ziplock $20.00
(Japanese assault, with 420 counters.)
Mongel Golden Horde Ziplock $15.00
(1205 - 1241 AD mongel horde, 210 counters.)
Ancient Conquest 550-343 BC Ziplock $20.00
(240 counters, 4 color map, of ancient civilisations.)
Barbarian Kingdom & Empire Boxed $25.00
(2-8 player game of barbarians tribes over running Rome.)
Gettysburg Boxed $25.00
(Boxed game of the Amercian Civil War Battle.)
Remember Gordon! Boxed $25.00
(Gordon and Khartoum, British Colonial Days.)
Alien Contact Sci-Fi Boxed $25.00
(Boxed game, with mounted map board, of star empires.)
Soveign of High Seas Boxed $20.00
(2 - 6 players control ships in 18th Century, fighting pirates, weather.)

PLEASE GIVE SECOND CHOICES!

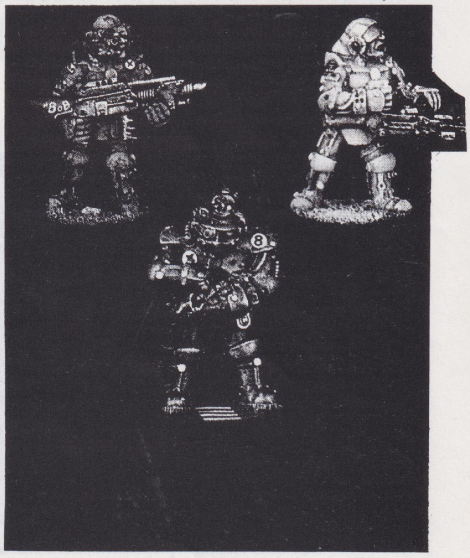
MINIATURES

SPACE LORDS SCI-FI GRAB PACKS

Please choose one of the following three listed Grab Pack options, and we will supply you with that number of Space Lords 25mm miniatures. These figures are the same exagerated scale as Citadel, and *the figures are compatible with Warhammer 40,000.* There is one figure per blister.

	SPECIAL	NORMALLY
Grab Pack #1 4 Blisters	$12	$20
Grab Pack #2 10 Blisters	$25	$50
Grab Pack #3 20 Blisters	$40	$100

We will select the selected number of blisters at random, from over 100 different titles, but we will try to select a good mix. Please be quick, for this special will not last very long at all.

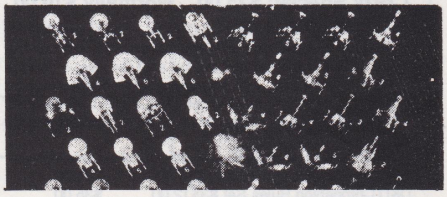


STAR TREK SHIPS GRAB PACKS

Please choose one of the following three listed Grab Pack options, and we will supply you with that number of 1/3900th scale Star Trek metal miniatures, usable with the game or as collector's pieces. There are 1 or 2 figures per blister.

	SPECIAL	NORMALLY
Grab Pack #1 2 Blisters	$10	$20
Grab Pack #2 4 Blisters	$18	$40
Grab Pack #3 10 Blisters	$40	$100

We will pick the selected number of blisters at random, from over 26 titles, but we will endeavour to select a good mix.



ROLEPLAYING GAMES

ARS MAGICA

FANTASY Medieval-fantasy style wizardry is the central theme of this moderate complexity system - the characters are either powerful magi or one of their less magically-inclined companions. **LION**

ARS MAGICA 2nd Ed. **$40.00**
Features a flexible combat system that allows for unpredictable actions and brutal results. Character generation ignors artificial class restrictions, allowing more flexible PCs. Spells are designed by the players . 160 page softcover.

(The) **Broken Covenant of Calebais** **$20.00**
Explore a deserted covenant, face the Veil of Riddles and whatever malignant force resides beyond. This dungeon makes sence! Includes new rules.

Covenants **$25.00**
Very detailed rules concerned with the construction & maintenance of unique covenants (Magi fortresses). Includes 4 extraordinary Ars Magica covenants.

Fire After Night • (due ?) **$30.00**

Infernal Realms • (due ?) **$35.00**

Merchant of Venice & Pact of Pasaquine • (each) **$22.00**

(The) **Order of Hermes** **$30.00**
An in-depth look at an enigmatic & arcane society of Wizards - the mysteries of apprenticeship, the ambitions of magicians, their views of non-magick society & the long, hard path from apprentice to Arch-Mage. 126 pages.

Saga Pack **$20.00**
Includes a 3 panel DM's Screen, 16 personalised grogs (?), and briefing sheets (including story design, creating companions, life of the grog, ect).

(The) **Sorcerer's Slave** **$20.00**
32 page adventure - a uniquely talented apprentice acquires a great fear of magic and runs away. His covenant soon learns that he has become a slave to an old conjurer in Constantinople, and a rescue mission is undertaken.

(The) **Tempest** **$22.00**
This saga has as its fountation a long conflict between the Cult of Mercury & the Order of Hermes - the very future of magic in the world is in the balance.

Trial by Fire • (due ?) **$18.00**
A town is threatened by the return of a Dragon. The players must organise a defence amid the political turmoil and profiteering of the local community.

Winter's Tale • (due ?) **$22.00**
Sequel to The Tempest - the player's covenant is plagued by the Seven Signs of the Apocalypse, and shortly thereafter slips into the decay of Winter.

CALL OF CTHULHU

HORROR Beyond the comforting realms of society lurks an ancient & terrifying force, a sinister mythos seething with malevolent desires. Few know of this eldritch conspiracy. **Chaosium**

CALL OF CTHULHU 4th Ed. **$40.00**
Softcover book (192 pgs.) with several colour plates and introductory scenarios for beginner Keepers. This is a highly recommended atmospheric, gothic-horror (award winning) RPG set in H.P. Lovecraft's 1920s Earth.

Arkham Unveiled **$40.00**
Guide to the town of Arkham, Massachusetts. Details various creepy places, local inhabitants, with a wealth of 1920's source material and aventures.

At Your Door **$40.00**
A 1990s campaign of six linked scenarios - in succeeding adventures, the sinister Mythos minifests itself in ways unexpected and extreme.

Blood Brothers **$40.00**
A compilation of 13 adventures, each with the dubious distinction of having been developed from old horror movies. 144 pages of classic fear & loathing.

Creatures of the Dreamlands **$35.00**
Beautifully illustrated colour guide to 31 stange and often deadly beasties that inhabit the the equally exotic Dreamlands. Each entry is described in detail.

Cthulhu Casebook **$45.00**
Nine terrifying adventures, including reprints of 'The Asylum' & 'Curse of the Cthonians', plus additional articles for the Keeper (adventure generators, etc).

Cthulhu Classics **$40.00**
Features the 7-part campaign 'Shadows of Yog-Sothoth': the unleashing of sleeping Cthulhu from the corpse city of R'lyeh! Plus five other re-printed scenarios, including The Warren, Dark Carnival & The Pits of Bendal-Dolum.

Cthulhu Now 2nd Ed. • **$40.00**
A comprehensive 1990's sourcebook that includes new rules, weapons (nuclear devices vs. dread Cthulhu!), skills, occupations, helicopters, optional hit-locations, and much more. With 4 complete adventures. Due Oct.

Curse of Cthulhu **$40.00**
Presents a multi-continent 1920s campaign against The Brotherhood, an evil society that plots a return to power of an ancient king and his dark denizens.

Dark Designs **$40.00**
3 adventures based in Victorian England. Complete background information on 1890s society is provided for both players and keepers. Great cover.

Fatal Experiments **$40.00**
Contains 3 independent 1920s adventures, including an unusually dangerous scenario, and an extensive article on ye olde black-powder weapons.

Great Old Ones **$40.00**
Six 1920's scenarios based on the exploits of the Great Old Ones, ancient adversaries of civilisations through the ages. An award-winning supplement.

Horror on thre Orient Express • **$90.00**
A magnificent boxed campaign that takes the investigators on a horror tour de force from Paris to Istanbul, searching for parts of an occult device of inestimable antiquity. Worth noting that most of the game's authors are Australian.

Keeper's Kit **$30.00**
This contains a Keeper's screen, character sheets, two Miskatonic U stickers a note-pad, a great poster, and an 8 page adventure - The Dead-Man Stomp.

Kingsport • **$40.00**
A secluded fishing village, known for its ambiance by tourists & artists, becomes a nightmare realm of ancient cults & blasphemous gods. Due Sept.

Mansions of Madness **$40.00**
Five adventures, each centered on a particularly isolated setting. Hidden from a naive society, eldritch horrors work to thwart mankind's destiny.

Masks of Nyarlathotep **$40.00**
A campaign of terror that spans the globe, and may ultimately destroy it! Set in five parts, the players must discover the fate of an Egyptian expedition.

Return to Dunwich • **$40.00**
Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes extensive background information, a 17"x22" map, and 2 scenarios.

S. Petersen's Field Guide to Cthulhu Monsters **$27.00**
Encyclopedia of 27 creatures from the Cthulhu mythos. Each illustrated with colour plates, plus detailed text. Ideal coffee-table book for insomniacs!

Tales of the Miskatonic Valley • **$20.00**
128 page book detailing the 'aforementioned location. With adventures and a map. Due Dec.

Terror Australis **$40.00**
Sourcebook of 1920s Australia and the ancient Aboriginal Dreamtime. With 3 chilling adventures, a plethora of new creatures & detailed historical material.

Terror from the Stars **$15.00**
Two adventures: a lost archaeological expedition in British Honduras; and a gold artifact from Peru piques the interest of art thieves - and much worse!

CHAMPIONS

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! All titles listed are 2nd edition. **IRON CROWN**

CHAMPIONS **$40.00**
A very comprehensive 346 page hardcover book that uses the award-winning Hero System. This has to be the best Superhero RPG on the market.

Alien Enemies **$20.00**
A collection of alien oddities & other strange opponents for bored superheroes. Includes two new complete organisations and various scenarios.

Callenges for Champions **$13.00**
Contains 10 scenarios, plus tips on how to fine-tune them to suit specific characters. There are also extensive guidelines on scenario generation.

Champions in 3-D **$25.00**
A 144-page sourcebook for running extra-dimensional adventures, pitting characters against all manner of strange creatures and powerful villains.

Classic Enemies **$20.00**
A 'best of' selection with 75 dangerous villains - both independents and evil organisations. 112 pages, includes the "Escape From Stronghold" adventure.

Classic Organizations • **$35.00**
A 192 page book that comprehensively updates the pre-2nd Ed. organizations - PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario battle (with over 100 superhero participants).

Day of the Destroyer **$12.00**
The ultimate showdown with that vile nemesis Dr. Destroyer (he's the sociable dude on the cover of the hardback rulebook!) - in 3 days time 9 out of every 10 humans will die, unless his lair is discovered & evil plans thwarted!

Demons Rule **$11.00**
Another gang of punks have appeared in the city's filthy backlanes, creating havoc with the law & other street gangs as they fight for prestige & territory.

European Enemies • **$25.00**
Features over 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With adventures, organizations, etc. 96 pages

G.M.s Screen **$18.00**
A large 4-panel screen loaded with various charts & tables, plus 60 full colour character counters, a 22"x17" street grid, and a 48-page rules summary.

Invaders from Below **$15.00**
King Earthwyrm, his 12 superpowered Darklings, and a horde of Subterrans surge forth from their underground kingdom to conquer the Earth's surface.

Invasions: Target Earth **$16.00**
Create your own irrepressible pulp-action alien invasion - using anything from giant reptillian monsters to ancient robots or horrors from the ocean depths.

Kingdom of Champions **$27.00**
208-page campaign sourcebook detailing England, Scotland, Wales & Northern Ireland. Loads of Pommie super-criminals and a dozen adventures.

Mind Games **$12.00**
Mutants from the Parapsychological Studies Institute seek the destruction of all superheroes thru the manipulation of their own memories & nightmares

Mystic Masters **$20.00**
Superheroic magicians invade from an alternate dimension, with arcane powers and mighty artifacts, these sorcerers threaten a new dark age! 112 pages

Olympians **$15.00**
When the gods finally won the second epic war against the Titans, Zeus decided to reopen the portal to Earth - unleashing them into the 20th century!

Road Kill **$15.00**
A metal band whose members are super villains travels around blowing away any available eardrums and trying to splatter people with their stage-dives.

(The) **Zodiac Conspiracy** **$16.00**
Zodiac - a deadly team of 12 sophisticated, immortal villains who plot world conquest from within their orbiting organic lair. With colour character portraits

CYBERPUNK

SCI-FI A hyper-tech near future nightmare world of corporate wars, bio-engineering, cybernetics, designer drugs, manical streetgangs and a neon-frenzy computer netherworld. **R. Talsorian**

CYBERPUNK 2020 2nd Ed. (softcover) **$40.00**
Includes enhanced character creation & background. New cyberweapons, bio-ware'nanotech enhancements, net programs & abilities. This game has a gritty, bleak honesty that gives the players a good feel for our violent future.

Chromebook **$22.00**
Packed full of the latest cyberware, personal services, street fashions, vehicles, living spaces, programs & weapons. 96 pages of Cyberpunk lifestyle.

Corp. Book I **TBA**
Profiles of Arasaka Security, Militech, and two other Corporate giants.

Cyberpunk Data Screen **$20.00**
Colour game screen featuring all the important tables & combat summaries, includes a 32 page adventure set in the backstreets of 2020 Melbourne.

Eurosourcebook • **$27.00**
Details the world effects of the European Economic Community, and the lifestyles of the Euro population. With 3 adventures (England, Spain & France).

Hardwired **$22.00**
Sourcebook of near-future social warfare between the tough, streetwise inhabitants of Earth and the autocratic denizens of Orbital Platforms.

Near Orbit **$22.00**
The wild frontier of 2020 - the crews of orbital colonies struggle for survival in the most hostile environment known to man: space. New rules & equipment.

Night City Sourcebook • **$25.00**
Campaign supplement that with neighborhood streetblock maps packed with hard data on services, entertainment, gangs, businesses, etc. 144 pages.

Rockerboy **$22.00**
Campaign supplement detailing the glittering decadence & poular impact of cult music, as well as the social inluence of the powerful electronic media.

Solo of Fortune **$20.00**
A package of hard data for Cyberpunk's toughest character class - the Solo. New rules, as well as info on equipment, weapons, street gangs, and more.

When Gravity Fails • **$22.00**
Another genre author's bleak future is revealed - in this case an Arabic ghetto warped by designer bio-tech, computer personalities and stimulants.

Unfortunately all new products in this system have not been released yet, however we hope that they will arrive shortly (?) - ring for details.

CYBERSPACE

SCI-FI Future Earth - a depraved & polluted world controled by corporate giants & their hi-tech mercenaries. A computer culture & neo-punk tribal cocktail based on SPACE MASTER. **IRON CROWN**

CYBERSPACE $25.00
It's 2090 - the world, burdened by over-population, slowly chokes under a shroud of pollution. Warfare between rival mega-corporations and roaming gangs scars the streets. Such is the price of tech supremacy. 208 pages.

BodyBank $15.00
Character Compendium #2: gives information on 27 of San Francisco's leading personalities - from the corporate boardrooms to the grim sprawl streets.

Chicago Arcology $40.00
Nestled in the labyrinthine heart of the depraved & decaying Midwest Sprawl is the luxurious, self-contained New Edison corporate complex, surrounded by the gutter districts with their resentful street gangs & urban homeless.

CyberRogues $16.00
Character Compendium #1: with 30 detailed personalities ready for play. Includes personal data, full game stats & skill specs, plus an illustration.

Cyberskelter $18.00
64 page Cyberventure with four interconnected multi-continent adventures.

Death Game 2090 $15.00
Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

Death Valley Free Prison $25.00
Death Valley and the Mojave are a huge maximum security penitentiary, but now people are escaping society and joining these outlaw settlements.

Edge-On $15.00
Features 4 missions that take the players to the vast Pacific Sprawl, decaying San Fransisco, an off-shore drilling platform, and the Amazon Rainforest

Sprawlgangs and Megacorps $22.00
Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'superpower' Megacorps, 5 enforcement organisations, and 7 interesting NPCs

DARK CONSPIRACY

SCI FI Dark Future - from the dangerous urban industrial centers & nearly deserted countrysides covered by machine-tended corporate farm-sprawls, to the chaotic battlefields in East Europe. **GDW**

DARK CONSPIRACY $45.00
A strange blend of super-technology in a near-future environment, and otherworldly denizens who have manipulated world events in a conspiracy that has lasted since ancient times. Based on the TWILIGHT 2000 system.

Equipment Guide • $30.00
96 page sourcbook detailing the near-future weapons, vehicles plus domestic & scientific technology of the DARK CONSPIRACY world. Due Oct.

Heart of Darkness • $27.00
A 96 page adventure that reveals the dark One's conspiracy. More information will be provided in the next catalogue. Due Sept.

Hell's Gate • $27.00
Another 96 page adventure that remains shrouded in mystery. Due Dec.

New Orleans • $22.00
The swamps north of New Orleans has developed an appetite for human flesh, a corporate security firm flooded the area with toxic waste in an effort to poison whatever is responsible, but the disappearances continue.

The Dark Lords • $11.00
Novel of a man's disturbing quest to find the missing fragments of his memory

DUNGEONS & DRAGONS

FANTASY The beginner's version of AD&D - millions of copies have been sold world-wide, and in the process translated into 13 languages. Recommended for players aged 12 and over. **TSR**

RULEBOOKS

Dungeons & Dragons Game $50.00
Designed to teach the novice how to play D&D, this easy to learn game is for characters of levels 1 thru 5. See the front cover for more details.

D&D BASIC RULES $25.00
The original box set with two books: a Players Manual (64 pgs.) & Dungeon Master's Rulebook (48 pages.), plus dice. For characters of level 0 to 3.

RULES CYCLOPEDIA • $40.00
This 304 page hardback book replaces the Expert, Companion & Masters box sets. Details DM & Player information for character levels 4 to 36. Due Nov.

ADVENTURE MODULES

BASIC LEVEL (1-4)

B11 King's Festival $13.00
Introductory module - the local Cleric has been kidnapped by Orcs, thus preventing the fabled King's Festival from beginning. He must be rescued.

B12 Queen's Harvest $13.00
A Wizard dies, but neglects to pass on various heirlooms to his son. Some brave volunteers will have to enter the Wizard's stronghold to recover them.

DDA1 Arena of Thyatis $13.00
It's the festive season in Thyatis, and for dungeon-weary adventurers it's a great time to meet the aristocracy, fight a few duels, and risk everything in the arena for a little fame! Fun interactive module with a new PC class: the Rake

DDA2 Legions of Thyatis $13.00
Political subterfuge threatens to undermine the ministerial integrity of Thyatis - the PCs win significant rewards if they survive the deadly intrigues of court.

DDA3 Eye of Traldar $15.00
This is a beginner-level module, the first to support the new Basic set.

DDA4 The Dymrak Dread • $15.00
Goblins are all particularly obnoxious & loathsome, but in Dymrak Forest the local clan has a far worse reputation for unsavory behaviour. Due Dec.

EXPERT LEVEL (4-14)

DA1 Adventures in Blackmore $22.00
Pirates, military empires, ancient races, and religious prophesies all threaten Blackmore with a lengthy war. But a strange band of adventurers appear, carrying curious weapons & armor, to tell of an unexpected revelation.

DA4 The Dutchy of Ten $18.00
The Well of Souls is an unholy artifact created in a volcano's molten heart - an anathema to all lawful kingdoms, but prophecy foretold of its destruction.

X6 Quagmire! $13.00
An ancient port city is besieged by a rising sea. Ships with needed supplies are turned away, & strange creatures thrive in the surrounding dark swamps.

X8 Drums on Fire Mountain $13.00
The mysterious Shipbane and pirating Orcs wreak havoc on the Sea of Dread, both led by an unknown malign intelligence that must be destroyed.

X13 Crown of Ancient Glory $18.00
The King is dead, the holy Crown missing & the royal heir lost at birth. Neighboring nations ready for war, spies & traitors await their chance to add to the confusion. Sound like fun? Well laughing boy, it's your job to solve this mess!

O2 Blade of Vengeance $13.00
An adventure for 1 character and a DM. A famed Elfin champion, after years of adventure, returns to find his once peaceful home under magical attack.

MASTER LEVEL (26-36)

M1 Into the Maelstrom $13.00
An ancient empire suffers the wrath of an immortal emperor, betrayed of his authority. Vengeance takes the form of a deathly fog that shroud the continent

M2 Vengeance of the Alphaks $18.00
Alphaks, the despotic immortal in M1, is back. This time he's having fun provoking two volatile nations into conducting an all-consuming, apocalyptic war.

M4 Five Coins for a Kingdom $18.00
A city vanishes; in its place appear 5 coins, each with fantastic powers. To save the kingdom a mighty Wizard from a realm of sky-islands must be slain.

M5 Talons of Night $13.00
That bugger Alphaks is at it again! A new age of peace threatens to spoil his plans for a war, in frustration he kidnaps some diplomats and frames the PCs!

IMMORTAL LEVEL (36+)

IM1 The Immortal Storm $18.00
A swirling grey mass of incalculable size, and bearing a huge humanoid eye, appears without warning and threatens immortal rule. Very unique adventure.

IM2 The Wrath of Olympus $18.00
Recipe to save the world: (A) create artifact, (B) defeat host of legendary foes, and (C) rescue immortals imprisoned by Daemons - sound easy?

IM3 The Best of Intentions $13.00
Immortals are dying, & it seems the only way to solve this blatant contradiction in terms is by participating in the dreaded multi-plane Immortal Olympics!

D&D CAMPAIGN GAZETTEERS

Very detailed campaign world series for use with D&D or AD&D. All products include complete historic, economic, geographic and social information for players & DMs, as well as details on cities, townships, and significant NPCs.

Dawn of the Emperors $40.00
Details the empires of Thyatis (a warrior nation) & Alphatia (where magic has political power). Contains a DM's Guide (128 pgs.), two Player's Guides (32 pgs. each), plus aerial combat rules, new spells, and two large colour maps.

GAZ1 The Grand Dutchy of Karameikos $22.00
Includes a full-sized colour map of Karameikos and two major city guides.

GAZ2 The Emirates of Ylaruam $18.00
Details cover everything from the capital desert city to lowly caravan villages.

GAZ3 The Principalities of Glantri $20.00
A nation ruled by a wizard-princess of considerable puissance, and known for its all-consuming infatuation with the enigmatic Secret of the Radiance.

GAZ4 The Kingdom of Ierendi $18.00
A kingdom comprised of ten tropical islands. Includes rules for naval warfare.

GAZ5 The Elves of Alfheim $20.00
Everything you've ever wanted to know about Elven society, politics & culture.

GAZ6 The Dwarves of Rockhome $20.00
Sourcebook on Rockhome history, government, economy, and geography

GAZ7 The Northern Reaches $22.00
Land of the Vikings, covering 3 nations: Soderfjord, Vestland & Ostland. With separate Player & DM books, a double-sided map, and Runic Magic for D&D.

GAZ8 The Five Shires $20.00
Sourcebook on Halflings and their society. Includes a Halfling character class, halfling magic (scary!), pint-sized adventures & the dreaded Halfling pirates!

GAZ9 The Minrothad Guilds $20.00
The prosperity of the powerful Guilds is tied directly to their sea-faring traders. With a Merchant character class, new magic, and a large sea-trading map.

GAZ10 The Orcs of Thar $22.00
Details on Orc culture, major personalities, settlements, etc. Includes Orc characters and spell-casters, data on the King of the Orcs, plus a boardgame!

GAZ11 The Republic of Darokin $22.00
In Darokin power comes from wealth, social & political influence is tied directly to the success of commerce. Includes a new Merchant character class.

GAZ12 The Golden Khan of Ethengar $22.00
Wind swept plains peopled by fierce horse tribes, now united by a single leader. Includes a new character class: the Shaman, with unique spell abilities.

GAZ13 Shadow Elves $20.00
Describes the vile underground world of the Dark Elves - a violent empire that writhes in the blood of innocents. Also details other foul denizens of darkness.

GAZ14 Atruaghin Clans • $25.00
By the look of GAZ14's cover the Atruaghins are a society similar to the American Indians. Includes details on entrances into Hollow World. Due Sept.

HOLLOW WORLD

Hollow World $40.00
The Gazateers world is hollow, revealing a vast & exotic land filled with new races, fierce creatures & terrible empires. Includes a 128-page DM Sourcebook, a 64-pg Player Guide, a 32-pg Adventure Book & four 31"x21" maps.

HWA1 Nightwail $20.00
Whilst exploring the strange underworld, the PCs stumble upon a mysterious Aztec-like culture. Includes a chapter on creating Hollow World characters.

HWA2 Nightrage $12.00
Discover a frightening conspiracy that threatens the very existence of Hollow World, and perhaps that of the surface civilisations as well! For levels 7-9.

HWA3 Nightstorm $22.00
The PCs must battle their arch-rival, but in the process of kicking his butt they get flung into the heart of the magical sun at the center of Hollow World.

HWR1 Sons of Azca • $25.00
First in a series of accessories describing in detail the nations of Hollow World. HWR1 covers the Kingdom of Azca & includes adventures.

HWR2 Kingdom of Nithia • $25.00
Details for both players & DMs on an Egyptian-style nation. Includes adventures & maps. With 3 books - 48, 32 & 16 pages respectively.. Due Nov.

D&D GAME ACCESSORIES

DDREF1 Character Record Sheets $20.00
A set of new character record sheets for the revised D&D system.

AC3 3-D Dragon Tiles $12.00
51 3D colour counters (characters & monsters), plus 84 room & object tiles.

AC11 The Book of Wondrous Inventions $20.00
A very funny compendium of weird and, let's face it, not awfully useful magical devices. With scenario suggestions and rules for spell creation.

PC1 Tall Tales of the Wee Folk $22.00
Complete role-playing information on fairy creatures & other woodland races. Includes details on legends, cultures, attitudes, adventures & woodland magic

PC2 Top Ballista $22.00
Allows various aerial creatures to be used as new Character races. Includes a guide to Serraine - the Gnome Flying City, plus rules for airborne combat.

PC3 The Sea People $20.00
This module allows the parameters of a Character's racial origin to include all manner of intelligent sea-dwelling creatures. Also includes extensive information on the ocean-floor world of the Gazetteers!

ADVANCED DUNGEONS & DRAGONS

FANTASY Creates a world of high fantasy wherein the epic adventures of a group of treasure-hunters propells them into unexplored wilderness, vast dungeons and fabulous cities. **TSR**

CORE RULES

Player's Handbook 2nd Ed. **$40.00**
Rules for everything from character creation and proficiencies, through to combat and treasure, plus complete spell guides. 256 pages. Some of the changes are a little sad to see, but overall 2nd edition AD&D is a real winner!

Dungeon Master's Guide 2nd Ed. **$40.00**
Unlike its predecessor, the 2nd edition DMG is much easier to read, competently indexed, & employs a more unpretentious manner of writing. 192 pages.

MC1 Monstrous Compendium Vol. 1 $40.00
Large binder format product featuring 144 pages of classic AD&D beasties. Each entry is illustrated & described in detail. Colour dividers are provided.

MC2 Monstrous Compendium Vol. 2 $30.00
144 extra pages of monsters - from sleek sea dwelling beasts, to rotting horrors in lightless crypts. A revised index is included, plus more dividers.

MC3 Forgotten Realms $20.00
A catalogue of loathsome encounter-fodder spawned in the Forgotten Realms campaign. "64 pages chock-full of new monsters" says the blurb on the back.

MC4 Dragonlance $40.00
Includes another D-Ring binder (for storing Vols. #4-7), 4 colour dividers and 96 pages of creature information from the Dragonlance campaign world.

MC5 Greyhawk $20.00
64 pages of beasts from the Greyhawk (& Fiend Folio) campaign-setting.

MC6 Kara-Tur $22.00
Oriental-fantasy based monsters from the Kara-tur region - 64 pgs.

MC7 Spelljammer $20.00
New critters from the void, designed for Spelljammer encounters: 64 pages.

MC8 Outer Planes $27.00
Includes a great selection of relocated daemons & devils, plus other critters.

MC9 Spelljammer Appendix $22.00
New monsters from the savage realms of Wildspace, and beyond.

MC10 Ravenloft $22.00
Reveals a whole host of foul creatures from the fantasy-horror genre - with an emphasis on strange & powerful undead never seen in AD&D before.

MC11 Forgotten Realms Appendix $22.00
Features the loathsome spawn and magical mutations that first appeared during the Time of Troubles and the coming of the Avatars. Due Jan '92

Tome of Magic 2nd Ed. **$40.00**
A 160 page hardback detailing a huge array of new spells, magical devises, schools of magic, plus sub-classes for Magic Users and Clerics.

Legends and Lore 2nd Ed, **$40.00**
This sourcebook of immortals & pantheons has been upgraded to conform with the 2nd Edition rules. Updated Clerical powers and temples, 192 pages.

Dungeoneer's Survival Guide 1st Ed. **$35.00**
Subterranean adventures will never be the same - this tome offers new rules, equipment, proficiencies, mapping techniques, mining skills, etc. 128 pages.

Wilderness Survival Guide 1st Ed. **$35.00**
A plethora of information on outdoor adventures - includes camping, first aid, magic, natural hazards, fatigue, movement, food, clothing, etc. 128 pages.

Manual of the Planes 1st Ed. **$35.00**
Details the manifold realms from the known planes of existence. Describes the rulers, inhabitants & environments. New rules for spell use, etc. 128 pgs.

CORE ACCESSORIES

REF1 DM's Screen 2nd Ed. **$18.00**
A 6-panel colour cardboard screen that contains all of the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps & cheat like hell with dice rolls! Includes a 16 pg adventure (levels 5-8).

REF2 Character Record Sheets 2nd Ed. **$20.00**
25 generic character sheets, 13 spell logs & a 4 page PC generation guide.

PHBR1 Complete Fighter Manual $30.00
An extensive 124 page accessory for players & DMs that features notes on character creation and RPG personalities. Includes 14 'Warrior Kits' (PC sub-classes), plus lots of new combat rules, skills, weapons and equipment!

PHBR2 Complete Thief Manual $30.00
128 page book that will help develop Thief characters and exciting urban encounters. Features new Thief tools & skills, 18 Thief Kits (PC sub-classes), plus detailed essays on Guilds, the art of deception, and Thief campaigns.

PHBR3 Complete Priest Handbook $30.00
A 128 page tome dedicated to the Cleric character class. Includes a detailed section on designing fantasy pantheons, for DMs. Also features 10 Priest Kits (PC sub-classes), superb RPG guidelines, plus new weapons & combat skills

PHBR4 The Complete Wizard Handbook $30.00
This 128 page book features a guide to creating & using schools of magic, 10 Wizard Kits (PC sub-classes), role-playing notes, combat procedures for Wizards, unusual casting conditions, advanced magic use, new spells, etc.

PHBR5 The Complete Psionics Handbook $30.00
Features a new character class - the Psionicist. Includes chapters on psionic combat, clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, Metapsionics, campaign play, and mind monsters! 128 pages.

PHBR6 The Complete Dwarves Handbook • $30.00
This 128 page sourcebook includes information on Dwarven magic, culture, abilities, politics, clans, and more. Features roleplaying tips, ect. Due Nov.

DMGR1 Campaign Sourcebook $32.00
A DM's primer & a damn good one at that: highly recommended as a beginner's companion to the DMG. Some of the articles are rather pretentious (and should ne ignored), but the rest of the book is worthwhile reading! 128 pages

DMGR2 The Castle Guide $30.00
A detailed appraisal of mediaeval history for fantsy campaigns. Includes guides to the lore of Knights, castle construction & maintenance, plus expanded rules for siege warfare & tournaments. 128 pages.

DMGR3 Arms & Equipment Guide $30.00
A rather comprehensive catalogue of weapons, armour and equipment of the Mediaeval period. Profusely illustrated, includes item cost and application.

FORGOTTEN REALMS CAMPAIGN

BOXED SETS

The Forgotten Realms $35.00
Campaign world set. Contains 2 books: Cyclopedia of the Realms (people, places & objects of interest, 96 pgs.) and a DM's Sourcebook of the Realms (running a campaign, includes 2 adventures, 96 pgs.). + four 21"x32" maps.

Forgotten Realms: City System $40.00
Waterdeep: revealed in all its urban splendor - a city of wealth & adventure. Comprehensively detailed with twelve 21"x32" maps & a 32 page guidebook

Kara-Tur: The Eastern Realms $35.00
An optional continental-campaign stepped in the spicy essence of oriental fantasy. Two 96 page books describe the places, culture, politics, monsters, religions, and magic. With four double-sided 21"x32" geographic & city maps.

Horde $45.00
Nomad warriors, once a fierce collection of fueding clans, have become a massive army poised to invade Kara-Tur, and perhaps conquer the known world! Includes two 94-page books, four maps, and 24 player hand-outs.

The Ruins of Undermountain $45.00
The deep caverns and lightless tunnels that honeycomb the gutrock beneath Waterdeep conceal a vast army of nightmare creatures, and a veritable horde of fabulous treasure. This is the biggest bloody dungeon I have ever seen!

Maztica $45.00
Explore the frontier beyond the Shining Sea - a land of Aztec and Mayan-like cultures presided over by brutal, bloodthirsty gods, haunted by feasome monsters, and strewn with lavish treasures. With 3 books (96/64/32 pages).

CAMPAIGN ACCESSORIES

Most of these products are a reference for a particular region in the Forgotten Realms world. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

FR1 Waterdeep and the North $18.00
Guide to the sprawling, affluent city of Waterdeep; and the sparsely populated, rugged Northern lands where once the Dwarven kingdoms thrived.

FR2 Moonshae $18.00
Atop the vast, seething cauldron that is the Trackless Sea are a brace of wintery isles populated by resiliant, hardy Celts and fierce wilderland beasts.

FR5 The Savage Frontier $18.00
Explores the forbidding terrain at the top of the continent. Survival against both natural and unnatural forces is the only concern to the hardy populace.

FR6 Dreams of the Red Wizards $18.00
Thay - home for murders & tyrants, land of intrigue & cruelty. Ruled by the powerful Red Wizards, whose dark magicks are unique in the realms.

FR7 Hall of Heroes $25.00
Complete backgrounds and game stats for all the major characters in the Forgotten Realms novels. Plus new source material for magic & non-humans.

FR8 Cities of Mystery $30.00
This boxed set can be used to create settlements. Contains 12 street maps and thirty-three 25mm card-stock buildings.

FR9 The Bloodstone Lands $20.00
Details the rugged, wild barbaric kingdoms of Vaasa & Damara - proud nations that were hacked from frozen rock & forged in the blood of battle.

FR10 Old Empires $22.00
The ancient desert lands renown for their god-kings & pharaohs, strange magicks, long buried tombs & arcane temples - hearty fare for any adventurer

FR11 Dwarves Deep $20.00
A comprehensive sourcebook on Dwarves in the Forgotten Realms. Includes essays on role-playing, natural abilities, culture, magic-use, clans, ect.

FR12 Horde Campaign $28.00
A 64 page overview of the Empires War, concentrating on the warriors from all major engagements - their formations, history, costumes, and social life.

FR13 Anauroch • (due Dec.) **$22.00**
A complete overview of the great desert of Anaurich - including material on the ancient empires of forgotten creatures who despise the mannish nations.

FOR1 Draconomicon $32.00
128 page reference for Dragons. Includes their psychology, magicks, treasures, traps, tricks, etc. Features Dragon roleplay info and mini adventures

FOR2 The Drow of Underdark $33.00
128 page sourcebook dedicated to revealing all that is known about the menacing Drow Elves in the Realms. A wealth of detail for players and DMs.

Forgotten Realms Atlas $35.00
Contains a plethora of maps - from sprawling continents and cities, to ancient lairs, castles & temples. 178 pages. Includes reference material for the novels

Forgotten Realms Adventure Book $40.00
160 page hardback book. More details on the Forgotten Realms world, with maps for the 'heartland' cities, information on secret societies, descriptions for new spells plus variant magicks, more monster charts, and rules for firearms!

ADVENTURE MODULES

FA1 Halls of the High King $20.00
A powerful entity hires adventurers to safeguard a large shipment of swords thru the Moonshae Isles. But darker & more mysterious events interfere.

FA2 Nightmare Keep $22.00
Deep within the forest's tangled boughs stands an ancient fortification. This keep once was an abode to brave warriors, but what now lurks within?

FMA1 Fires of Zatal • **$22.00**
The god of war must be subdued, and the only way to complete this ominous task is to completely destroy an active volcano - sounds messy! Due Sept.

FMA2 Endless Armies • **$15.00**
A vast plague of giant army ants threatens to annihilate the peaceful jungle kingdom of Payit. Due Nov.

FRA1 Storm Riders $20.00
For use with the Hoard boxed set. After a feisty Mongol princess is kidnapped the lucky PCs are given the task of discovering her whereabouts. Unfortunately for them she has been captured by a huge barbarian army!

FRA2 The Black Courser $18.00
The PCs must continue their search for the princess, as well as a strange black stallion, whilst being chased by assassins & fierce nomadic horsemen.

FRA3 Blood Charge $20.00
Brute strength will not suffice, the return of the stallion and the princess to their homeland will require stealth and guile, for the enemy is far stronger.

FRC1 Ruins of Adventure $20.00
A once thriving community has been overrun by a horde of noisome undead. The town's survivors want to reclaim their homes, despite the horrors that roam the streets, but alone they are no match for this insidious evil. 92 pages.

FRC2 Curse of the Azure Bonds $22.00
One morning the PCs wake to discover an elaborate blue tattoo covering their sword arms. A mystery of huge, dangerous proportions then begins. 96 pgs.

FRE1 Shadowdale $15.00
Reduced to mere (powerful) mortals, the Realm's very Gods seek their salvation in a quest for the Tablets of Fate. Nature itself revolts at these epochal events, and only the great wizard Elminster knows what the hell's going on!

FRE2 Tantras $15.00
Elminster lies murdered & the PC's are blamed! Their quest for the first Tablet of Fate begins, but preturnatural hazards and vile treachery await them.

FRE3 Waterdeep $15.00
The discovery of the final Tablet of Fate will save the Realms from a fallen deities' wrath. But other more menacing entities also seek the artifact.

NOVELS

The Moonshae Trilogy

Book 1	Darkwalker on Moonshae	$10.00
Book 2	**Black Wizards**	**$10.00**
Book 3	Darkwell	$10.00

Finder's Stone Trilogy

Book 1	Azure Bonds	$10.00
Book 2	**The Wyvern's Spur**	**$10.00**
Book 3	Song of the Saurials	$11.00

Icewind Dale Trilogy

Book 1	The Crystal Shard	$10.00
Book 2	**Streams of Silver**	**$10.00**
Book 3	The Halfling's Gem	$11.00

Avatar Trilogy

Book 1	Shadowdale	$11.00
Book 2	**Tantras**	**$11.00**
Book 3	Waterdeep	$11.00

The Dark Elf Trilogy

Book 1	Homeland	$11.00
Book 2	**Exile**	**$11.00**
Book 3	Sojourn	$11.00

Maztica Trilogy

Book 1	Ironhelm	$10.00
Book 2	**Viperhand**	**$11.00**
Book 3	Feathered Dragon	$11.00

Empires Trilogy

Book 1	Horselords	$11.00
Book 2	**Dragonwall**	**$11.00**
Book 3	Crusade	$11.00

The Harpers Series

Book 1	The Parched Sea	$11.00
Book 2	**Elfshadow**	**TBA**
Book 3	Red magic	TBA

Miscellaneous Titles

Pool of Radiance	$11.00
Spellfire	**$11.00**

DRAGONLANCE CAMPAIGN

An epic campign of war & adventure set in the land of Krynn. This series builds upon the exploits of the players, as they create the deeds & valor of a small band of heroes, ending in a climactic confrontation that will decide the fate of an entire continent.

DLC1 Dragonlance Classics Vol. 1 **$32.00**
Returning from years in the wilderness, a band of adventurers find that war has consumed the northern lands. Refugees from the terrible conflict tell of a vast humanoid hoard destroying all before it, and the shocking return of evil Dragons to the world. This 128 page book reprints the DL1/2/3/4 modules.

DL5 Dragons of Mystery $13.00
Sourcebook for the DL campaign - designed to help both players & DMs learn more about their surrounds & history. With new maps & illustrated PC sheets.

DL6 Dragons of Ice $13.00
The PCs enter a ruined port city where the sea has receeded and Draconians roam the streets. Here they must begin a quest for the legendary DragonOrb

DL7 Dragons of Light $13.00
Ergoth Island, the Elven refuge, is not quite what it seems. From here begins a journey to the Solamnic Knight's final outpost & the secret of Huma's Tomb.

DL8 Dragons of War $13.00
Defeat is inevitable if the city of Palanthus falls to the Draconians. The only defense is the High Cleric's Tower guarded by bickering Solamnic Knights.

DL9 Dragons of Deceit $16.00
The PCs march into the very heart of the Dragon Highlord's realm, seeking to free the Good Dragons that have been imprisoned by the Dark Queen.

DL10 Dragons of Dreams $13.00
Silvanesti, the ancient homeland of the Elves once fabled for its beauty has become a nightmare realm, forcing the the entire populace to flee in terror!

DL11 Dragons of Glory $40.00
Recreates the entire Dragonlance campaign in a boardgame format. Components include two 32"x21" colour maps of Ansalon, 340 counters representing the Whitestone & Dragon Highlord armies, and a scenario book.

DL12 Dragons of Faith $22.00
Trapped deep within enemy territory, the PCs must evade the cruel Highlord's armies whilst trying to locate a person crucial to the Dark Queen's defeat!

DL13 Dragons of Truth $18.00
Kalaman - site of the final confrontation between the evil Dragon Empire's armies and noble Whitestone's force. But ultimate victory rests with a small band of heroes who must infiltrate the Inner Temple of the Queen of Darkness

DL14 Dragons of Triumph $22.00
With the fate of Krynn in the balance, the heroes face their ultimate challenge as they battle the Queen of Darkness! Features six different endings.

DL16 The World of Krynn $20.00
4 complete & very diverse adventures, each of which brings into prominence a previously unexplored region of Krynn. Can be used in other campaigns.

DLA1 Dragon Dawn $20.00
Set in the continent of Taladas - the Good Dragons of this wondrous land are being stalked by a powerful killer. 'Old World' heroes must come to the rescue

DLA2 Dragon Knight $20.00
The heroes must infiltrate a vicious brotherhood of bounty hunters, discover the master of these loathsome dragon-killers & then beat the crap out of him.

DLA3 Dragon's Rest $20.00
The lucky players must resolve a savage war between two fierce Minotaur clans - to do this they must hunt down and destroy the loathsome enemies of the Minotaurs! I wouldn't have a clue what this has got to do with DLA1 & 2!

DLE1 In Search of Dragons $20.00
The crucial yet delicate balance between the alignments is threatened, and the Dragons of Krynn are the first to suffer the tragic consequences.

DLE2 Dragon Magic $20.00
Krynn's moons slowly fade as the alignments become locked in conflict. Only the Astral Dragon can halt this crisis, but his whereabouts are unknown.

DLE3 Dragon Keep $20.00
The PCs, with the aid of the Good Dragons, must set forth on an epic quest that takes them to the plains of Lunitari, then deep into oceans, and beyond!

DLR1 Otherlands $22.00
Details the 'lost' lands of Krynn: Watermere - home of the Dargonesti sea elves; Silesia - jungle island dominated by a spine of mysterious mountains; Chorane - an underground nation that is being torn apart by civil war. 96 pgs.

DLR2 Taladas - The Minotaurs • (due Jan '92) **$22.00**
The fierce warrior race of Taladasian Minotaurs are beginning to show a strong interest in Ansalon's many wars. Includes social & military culture.

DLS1 New Beginnings $15.00
Includes a step-by-step character creation outline for new players, essential tips on equipment & roleplaying, plus an adventure set in Taladas.

DLS2 Tree Lords $15.00
Gives a detailed account of Krynn's Elf population - specifically describing the culture and politics of the Silvanesti High Elves. Includes an adventure.

DLS3 Oak Lords $15.00
Players are given are rare insight into the elusive & powerful Qualinesti elves when they are asked to rescue The Speaker of Suns from a Goblin horde.

DLS4 Wild Elves • **$22.00**
The Wild Elves of Krynn, AKA the Kagonesti, are pitted in an endless struggle against fell adversaries. With adventures and DM source material. Due Nov.

Dragonlance Adventures $12.00
128 page hardback sourcebook. Includes details on the Krynn pantheon, plus stats and facts on the unique races & creatures that populate the land. There is also the complete history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia and the Wizards of High Sorcery. Great value!

Time of the Dragon $45.00
Taladas, twin continent to Ansalon, devastated in ancient times by an enormous meteor & horrendously transformed. Populated by gladiatorial minotaurs, wild elves, fireminions, etc. With 4 maps & two sourcebooks (112 & 48 pgs).

Atlas of the Dragonlance World $35.00
A comprehensive compendium of nations, cities, places of interest, and major landmarks. This book reveals all the locales from both novels & modules.

NOVELS

Dragonlance Chronicles

Book 1	Dragons of Autumn Twilight	$11.00
Book 2	**Dragons of Winter Night**	**$11.00**
Book 3	Dragons of Spring Dawning	$11.00

Dragonlance Legends

Book 1	Time of the Twins	$11.00
Book 2	**War of the Twins**	**$11.00**
Book 3	Test of the Twins	$11.00

Dragonlance Tales

Book 1	The Magic of Krynn	$11.00
Book 2	**Kenders, Gully Dwarves and Gnomes**	**$5.50**
Book 3	Love and War	$10.00

Dragonlance Saga Heroes

Book 1	The Legend of Huma	$10.00
Book 2	**Stormblade**	**$10.00**
Book 3	Weasel's Luck	$10.00

Dragonlance Saga Heroes II

Book 1	Kaz the Minotaur	$11.00
Book 2	**The Gates of Thorbardin**	**$11.00**
Book 3	Galen Beknighted	$11.00

Dragonlance Saga Preludes

Book 1	Darkness & Light	$10.00
Book 2	**Kendermore**	**$5.50**
Book 3	Brothers Majere	$11.00

Dragonlance Saga Preludes II

Book 1	Riverwind the Plainsman	$11.00
Book 2	**Flint the King**	**$11.00**
Book 3	Tanis - the Shadow Years	$10.00

The Elven Nations Trilogy

Book 1	Firstborn	$11.00
Book 2	**The kinslayer Wars**	**$11.00**
Book 3	The Qualinesti - due Nov.	$11.00

Meetings Sextet

Book 1	Kindred Spirits	$11.00
Book 2	**Wanderlust - due Sept.**	**$11.00**

GREYHAWK CAMPAIGN

World of Greyhawk $35.00
This boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21"x32" colour maps. Still good!

Greyhawk Adventures $35.00
128 page hardback companion to the World set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon & its Clerics, information on new monsters & major NPCs, plus extra spells & magic items.

City of Greyhawk $40.00
One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps, and 23 Adventure Cards, each with a short scenario.

Greyhawk Wars • (due Dec.) $45.00
The savage northern barbarians, allied with hordes of humanoid troops, sweep out of their icy strongholds and plunge all of East Greyhawk into a 5 year war. This boxed set includes a wealth of background campaign material.

WG8 Fate of Istus $25.00
A dread plague has struck the Greyhawk, and it's up to the characters to travel the length & breadth of the land seeking both an explanation & the cure

WG9 Gargoyle $13.00
Two gargoyles wake one morning & discover that some fiend has stolen their wings! They employ a group of equally surprised adventurers to help them recover these vital attachments. WG9 is the first low-level Greyhawk module.

WG10 Child's Play $13.00
Designed for beginner DMs and players - call it an AD&D primer if you like. But don't be fooled by the title, ignorant characters make damd fine fertiliser!

WG11 Puppets $13.00
Investigating a series of strange burglaries plaguing the Free City of Dyvers leads the players to a fierce forest battle with an evil leprechaun's minions..

WG12 Vale of the Mage $20.00
The Vale is shrouded in mystery, many believe it to harbor strange, legendary powers, and now enchanted monsters are emerging from its sinister depths.

WGA1 Falcon's Revenge $20.00
A plot to revive an ancient evil cult is discovered. But the temple's location remains a mystery. A myriad maze of clues, scattered throughout the City of Greyhawk, will provide hints for its whereabouts and subsequent destruction.

WGA2 Falconmaster $18.00
The Free City of Greyhawk is known as the Gem of the Flanaess, but something evil lurks within, and before this blight can be eliminated it must first be discovered! Includes a mess of 25mm cardboard buildings. For levels 5 to 7.

WGA3 Flames of the Falcon $20.00
All of the guild leaders in City Greyhawk have been assassinated. Thousands more will die unless this bizarre vendetta is quickly resolved!

WGA4 Vecna Lives $22.00
The vile cult of Vecna has resurfaced with tragic consequences for all of Greyhawk. The gods themselves have put their faith in a band of adventurers to seek out the cult and crush its fearsome leaders. This terrifying quest is extremely dangerous. One of the best modules ever produced by TSR!

WGR1 Greyhawk Ruins $32.00
Castle Greyhawk's extensive ruins has over 12 dungeon levels & nearly 1000 separate rooms! This monstrosity is recommended for charcter levels 2 to 15.

WGS1 Five Shall Be One $22.00
When the five Blades of Corusk are united, a great northern god will lead the barbarians to the South. The characters possess one of the blades, a wizard has another. Together they must quest for the remaining blades.

WGS2 Howl from the North • (due Oct.) $22.00
The five Blades of Corusk must be returned to the forges of an abandoned northern city. But Ice Barbarians want the blades for their own evil scheme.

SPELLJAMMER

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. First it can link up all the disparate campaigns, and put them into one universe; and second it's an ideal break from the normal hack 'n slash.

SPELLJAMMER $40.00
Wildspace - a turbulent, multi-hued ocean speckled with a multitude of worlds. Only merchants, pirates and explorers dare to venture into the void. This box set includes two books (both 96 pages) and four 21"x32" maps.

Legend of Spelljammer • $45.00
A boxed set providing a plethora of facts & trivia concerning the greatest ever ether vessel - 'Spelljammer'. Includes deck plans and adventures. Due Sept.

SJA1 Wildspace $20.00
The small kingdom is free of marauding monsters, despotic dragons & evil enchanters - the heroes responsible for this utopia are VERY bored indeed! That is until an anchor falls on the town square, its chain leading skyward...

SJA2 Skull & Crossbones $20.00
A collection of short adventures: skeletal whales carrying undead pirates, lich driven ships filled with alien parasites, sinister asteroids, and more!

SJA3 Crystal Spheres $20.00
Crystal spheres enclose entire solar systems - this module provides campaign & travel details on several such alien planetary harbors.

SJA4 Under the Dark Fist $22.00
The Dark Sphere - a realm where evil gods have totally crushed the forces of good. This bloodthirsty empire now prepares to taint other universes.

SJR1 Lost Ships $22.00
A collection of weird adventures based on abandoned ships, partly destroyed rigs, vessels built by long-dead races, and enigmas (unexplainable oddities). Plus more rules for new monsters, unique spells, and 20 Spelljammer craft.

SJR2 Realmspace $22.00
A 96 page sourcebook detailing the solar system of the Forgotten Realms world. Includes Selune, the beholder planet, Elminster's Hideout, and more.

SJR3 Dungeon Master Reference Screen $22.00
Standard DM Screen fare, with a nice cover picture & various vessel counters

SJR4 Practical Planetology $22.00
DM accessory that contains a wealth of campaign material for the creation & habitation of Crystal Spheres, all with new worlds and strange alien cultures.

SJS1 Goblin's Return • (due Dec.) $22.00
A millennia ago Goblinoids ruled the Crystal Spheres. Now with the aid of ogres & an unknown, powerful entity the struggle for Wildspace begins anew.

Novels

Beyond the Moons - Cloakmaster Cycle Vol. 1 $11.00
Into the Void - Cloakmaster Cycle Vol. 2 (due Oct.) $11.00

LANKHMAR

Lankhmar - City of Adventure $27.00
City of the night, abode to thieves, and home for Fafhed & the Gray Mouser. This 96 page book describes the great metropolis - its residents, businesses, guilds & factions. Includes maps, adventures, the local pantheon & monsters.

LNA1 Thieves of Lankhmar $22.00
A definitive sourcebook of the Lankhmar thieves' Guild - includes operations, principal officers, members, history, hidden agendas, and much more.

LNA2 Nehwon $22.00
Every 140 years a quest-contest for the discovery of potent magical items is held. Adventurers from all the lands participate in this grand hunt as waizard's champions. One particular sorcerer needs brave cannon-looder, er... he means heroic fighter-types, to return to him certain items of power.

LNA3 Prince of Lankhmar $22.00
A mission to escort the Prince of Lankhmar home from his school in Ilthmar meets with disaster when he is kidnapped and held for ransom.

LNR1 Wonders of Lankhmar $20.00
Contains fourty-seven 1-to-2 page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes new spells & monsters.

LNR2 Tales of Lankhmar $22.00
I don't have any idea what this module contains.

ORIENTAL ADVENTURES

Fuedal fantasy material - see also Forgotten Realms Kara-Tur supplements.

Oriental Adventures $35.00
144 page hardback book containing all the necessary information needed to play a campaign. Includes great new character classes, races, spells, magical items, weapons, fighting styles, and some very inscrutable monsters!

OA2 Night of the Seven Swords $18.00
Two warlords are vying for control of a province, whoever is the first to enter a haunted castle and return with some important religious relics shall rule.

OA3 Ochimo: The Spirit Warrior $18.00
An island rich in ancient lore, and guarded by a spectral samurai, must be cleansed of fell spirits before it can be developed by the Emperor's subaltern

OA5 Mad Monkey vs. the Dragon Claw $18.00
A new and dangerous school of martial arts threatens to destroy its competitors, and the very hierarchy of the gods in the process.

OA6 Ronin Challenge $20.00
It begins as a martial arts tournament, but thru a maze of deception & treachery becomes a struggle between the forces of good & evil. The heroes must endure an arduous journey & fierce opposition to achieve their goals.

OA7 Test of the Samurai $20.00
Strange disturbances and dire omens are corrupting the Wa peninsula. A trek into the secret land of Qui may provide the solutions to Wa's mysterious doom

FROA1 Ninja Wars $22.00
Scores of nobles & Samurai lords are being slain by assassins. The foundations of Kara-Tur society are being eroded by this unexplained blood-letting.

RAVENLOFT

Ravenloft $45.00
A hybrid cocktail of fantasy elements and classic horror settings. Designed to create a more gloomy, nightmarish campaign where evil lurks everywhere. This box set has a 128 page book, two large maps and 24 adventure cards.

RA1 Feast of Goblyns $22.00
A horde of strange little Goblins invade a Vampire's home - in return for some powerful magic items the PCs are asked to dispose of the little buggers.

RA2 Ship of Horror $22.00
A ghostship of undead horrors glides silently along the ether currents in search of the living to imprision, until death makes them suitable as crew.

RA3 Touch of Death $15.00
Gypsies are using an ancient sarcophagus as a sideshow attraction as they tour the countryside. But the mummy within has other plans. Due Nov.

RR1 Darklords $25.00
Many unusual, hideous creatures of horror roam the mists of the Ravenloft dimension, this 96 page accessory describes their habits, abilities & powers.

RR2 Book of Crypts • $25.00
Mausoleums are irresistible to adventurers intent on some plundering & mindless violence. But most of the critters within don't share their barbaric enthusiasm for loot & mayhem, in fact they tend to react to these noisy intruders with some very serious ass-kicking! 96 pages. Due Oct.

RR3 Vampires • $25.00
The undead lords of Ravenloft - powerful Vampires, both noble and brutal, are described in great detail. Includes many personality profiles, and unusual undead 'companions'. Due Jan. '92

Novels

Vampire of the Mists - Ravenloft Series Vol. 1 (due Sept.) $11.00
Knight of the Black Rose - Ravenloft Series Vol. 2 (due Dec.) $11.00

DARK SUN

DARK SUN • $45.00
Athas was once a civilised paradise ruled by awesome sorcerer-kings. Now it is a desert filled with warped parodies of Dwarves & Elves, super-intelligent dragons & fiercesome humanoids. Humans control the once-great cities, but their pale magic is slowly killing the world. This box set is due in Oct.

DS1 Freedom • (due Jan. '92) $27.00
During a desperate revolt Slave-gladiators become the leaders of a small outlaw band, but their escape is compromised by a growing hunger for revenge.

The Verdant Passage • $11.00
The first novel in the dark Sun Series, due Oct.

AD&D MODULES

The following key applies to stock listed below: (L) indicates a module for low-level characters; (M) a module for mid-level (4-8); and (H) means High-level.

C4 To Find a King (M) $13.00
In Pellham's time of greatest need a two-centuries dead king will rise to restore order. But the throne remains vacant as the nation rapidly deteriorates

H4 The Throne of Bloodstone (H) $20.00
Unfortunately this tome of mindless horror, this passport to grisly death and general pants-wetting terror, is currently out of stock and I can't describe it.

LC1 Gateway to Raven's Bluff $22.00
Details the harbour city of Raven's Bluff (from the Forgotten Realms). With floorplans, major NPCs, an adventure, plus a fantastic 21"x32" colour map.

LC2 Inside Raven's Bluff $20.00
Provides further information for players and (mainly) DMs - includes the Forgotten Realm's largest traveling circus, more NPCs, floorplans, etc.

LC3 Nightwatch in the Living City $15.00
A coastal-port city in the Forgotten Realms is cloaked by a supernatural fog. Deep within it's cold embrace there is a mystery, and gruesome bloodshed.

LC4 Port of Raven's Bluff $22.00
[illegible]'s Living City accessory details the Ravens Bluff wharf area, including [illegible]nalities, creatures, ships, businesses, and adventures. Due Aug.

OP1 **Tales of the Outer Planes** (M/H) **$20.00**
11 complete Outer Planes adventures, plus 17 small 'lair encounters'. Requires Manual of the Planes to play. Ideal of a change of scenery.

REF3 **The Book of Lairs** (L/M/H) **$27.00**
61 mini adventures, each 1-to-2 pages long. Every scenario is adaptable to almost any situation, and most feature a unique situation. Great!

REF4 **The Book of Lairs II** (L/M/H) **$27.00**
65 mini adventures, each arranged by terrain type. Ready-to-play encounters for all levels, some scenarios can last several nights if skillfully DM'ed.

REF5 **Lords of Darkness** (M/H) **$20.00**
10 great Forgotten Realms adventures featuring a variety of undead, in all sorts of nefarious situations. Includes chapters on wards & necromantic spells

S1-4 **Realms of Horror** (M/H) **$22.00**
4 classic modules reprinted & newly revised: Tomb of Horrors, White Plume Mountain, Expedition to the Barrier Peaks & The Lost Caverns of Tsojcanth. With 80 pages of adventure, 48 pages of illustrations & 16 pages of maps.

T1-4 **Temple of Elemental Evil** (L/M) **$35.00**
Thank you Gary Gygax - paragon of roleplay mastery - here we have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters up to the dizzy heights of 8th level!

GENERAL ACCESSORIES

AD&D Trivia Game **$60.00**
Oh wow! Now my AD&D collection will be complete, I await this product in an unrestrained rapture of excitement. Boy o boy!

(The) **Art of the AD&D Fantasy Game** **$35.00**
A great 126 page book printed on quality gloss stock, and dedicated to the magnificent illustrations that have adorned TSR's products these past years.

(The) **Art of Dragon Magazine** **$35.00**
A celebration of sorts for the artwork of Dragon, from those great early issues thru to recent times. 128 pages with colour and black 'n white illustrations.

(The) **Art of the Dragonlance Saga** **$35.00**
Those who also enjoy ogling skimpily-clad viragos & serpentine monstrosities will certainly get their money's worth with this excellent 126 page book.

Battlesystem Miniatures Rules **$35.00**
See the Miniatures Rules section in this catalogue - page 17.

Castles **$60.00**
Box set detailing a major castle from the Dragonlance, Forgotten Realms and Greyhawk worlds. Each is fully described in three 48 page books. Features 3 large maps, new Battlesystem rules and a mass of 25mm cardboard cutouts.

HR1 **Vikings** **$30.00**
Campaign accessory designed to give both players & DMs all the necessary background material for Norse adventures. Includes suitable genre magick.

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to learn a new set of gaming rules. **STEVE JACKSON**

GURPS BASIC RULEBOOK 3rd Ed **$37.00**
256 pages - contains all necessary mechanics, including magic, advanced combat, psionics, character advantages/disadvantages, record sheets, etc.

GURPS Hi-Tech weapons-tech thru the ages, 128 pages **$40.00**
GURPS Ultra-Tech 2nd Ed Campaign Accessory, 128 pages $35.00
GURPS Player's Book Character design rules 216 pages **$20.00**
GURPS Psionics • Campaign Accessory? $35.00

Fantasy The World of Yrth - 144 page campaign setting **$40.00**
Fantasy Bestiary Campaign Accessory $35.00
Fantasy Folk Campaign Accessory - 25 races, 128 pages **$35.00**
GURPS Magic System Accessory - 112 pages $35.00
GURPS Magic Items Campaign Accessory - 128 pages **$35.00**
Tredroy Campaign Module - city guide, 64 pages $16.00
Camelot • Campaign Module - 128 pages **$35.00**

Space RPG 128 page campaign/rules system - great! **$40.00**
Cyberpunk RPG 128 page near-future campaign rules system $40.00
Aliens Campaign Accessory - 128 pages, 28 alien cultures **$35.00**
Space Atlas 2 Campaign Accessory - 64 pages, 25 worlds $20.00
Space Bestiary Accessory - 112 pages, 333 beasts **$35.00**
Stardemon Adventure Module - 32 pages $13.00
Uplift Campaign Universe Supplement - 128 pages **$35.00**
Terradyne • Campaign Universe Supplement $35.00

Supers RPG • 2nd Ed. **$40.00**
Super Scum Campaign Accessory - 64 pages, 30 villains $19.00
School of Hard Knocks Adventure Module - 32 pages **$15.00**
Supertemps Campaign Accessory - 64 pages $18.00
International Super Teams • Campaign Accessory **$40.00**

China • Fantasy, historic & modern campaign setting **$35.00**
Horror RPG 2nd Ed. $35.00
Old Stone Fort & Zombietown Horror modules each - **$15.00**
Japan Fuedal Fantasy Campaign Setting - 112 pages **$35.00**
Martial Arts Campaign Supplement - 112 pages, 38 styles $30.00
Special Ops Modern military Campaign World - 128 pages **$34.00**
Swashbucklers Pulp action Campaign World - 96 pages $25.00
Time Travel • Generic Campaign Supplement **$35.00**
Vikings • Fantasy & historic Campaign World $35.00
Witch World Fantasy Campaign World - 128 pages **$35.00**

HEROES UNLIMITED

SUPERHERO This quite popular moderate-complexity product has been around for quite some time. I do believe that the Teenage Mutant Ninja Turtles RPG system was based on this. **Palladium**

HEROES UNLIMITED **$40.00**
248 page softcover book with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware (including vehicles), magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment (including weapons), character sheets, and more!

HERO SYSTEM

FANTASY A comprehensive, but not complex, system that features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasties, and nice cover artwork. **Iron Crown**

Hero System **$30.00**
The first universal (generic) RPG system to be produced. This 220 page book includes character generation, with combat and adventuring sections.

Fantasy Hero **$35.00**
A 256 page book containing all the necessary mechanics needed to play, including adventures. The publishers recommend that the detailed Shadow World series be used as a setting for serious campaign play.

Fantasy Hero Companion **$22.00**
A 144 page book that features a mass combat system, various sample building floor plans, 76 new critters, more magic items, and 13 extra spell colleges.

Ninja Hero **$25.00**
A martial-arts sourcebook for the Hero System. Features an array of oriental combat techniques & styles, special weapons, armor & adventures. 176 pgs.

Western Hero • **$45.00**
208 page campaign sourcebook that includes historic & fictional background, character development, personalities, equipment lists, and an adventure.

LACE AND STEEL

FANTASY Imagine, if you can, the 3 Muskateers meeting Errol Flynn - add a subtle touch of magic, plus various mythical monsters, a dash of romance, and clever game mechanics. Australian made **TAG**

LACE AND STEEL **$45.00**
Contains a 50 page Character book, a 50 page GM's book, a 58 page campaign book, a 28 page Adventure book, & two sets of magic/combat cards. Incorporates a card-based combat system that captures the flavor of a classic Hollywood sword fight, and is more fun than a furious clash of dice rolling!

Castle Keitel **$17.00**
Baron Keitel lies comatose after a accident. A labyrinth of courtly intrigue & sinister disturbances now plague the Barony as factions vie for prominence.

Highwayman **$17.00**
An legendary highwayman faces the gallows for his crimes. But the condemned man is innocent, and the real villian has once again eluded justice.

MECHWARRIOR

SCI-FI 5 powerful stellar empires fight a savage galactic war for water resources and the lost technology of the ancients. **FASA**
For further titles see **BATTLETECH** in the **WARGAMES** section.

MECHWARRIOR • 2nd Ed. **$35.00**
Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional Battletech history, and colour illustrations of character archetypes.

Fourth Succession War - Military Atlas Vol. I **$30.00**
Davion invades the Capellan Confederation. The entire Inner Sphere is soon aflame! This well illustrated 128 page book details the early campaigns.

Fourth Succession War - Military Atlas Vol. II **$30.00**
Contains information on the major battles from 3029 to 3030, each illustrated with tactical and strategic colour maps. Includes unit descriptions. 128 pages.

House Davion - The Federated Suns **$30.00**
The largest and most powerful Successor State in the Inner Sphere. Details Davion's history, leaders, wars, government, economy & culture. 210 pages.

House Kurita - The Draconis Combine **$30.00**
Set on conquering the Inner Sphere, Kurita is the most feared House. Their society is founded upon a quasi-fuedal respect for the warrior ethic. 192 pgs.

House Liao - The Capellan Confederation **$30.00**
Wily, treacherous & formidable - Liao is deemed to be a future threat to Inner Sphere stability, but no other empire considers it a problem... yet! 160 pages.

House Marik - The Free Worlds League **$30.00**
Weakened by centuries of war & political turmoil, Marik has entered into an alliance that may change forever the Sphere's balance of power. 168 pages.

House Steiner - The Lyran Commonwealth **$30.00**
Economically the strongest of the Inner Sphere States, but led by the weakest military hierarchy. 176 pages, including uniforms, rank insignias, crests, etc.

(The) **Periphery** **$30.00**
The Periphery exists in the fringes of the Inner Sphere and interstellar space beyond, a sprawling collection of small, bickering kingdoms. 160 pages.

Solaris VII • **$55.00**
This box supplement reveals the harsh, yet lucrative, gaming world of Solaris VII. Includes gladatorial combat, plus the social, political & economic details.

(The) **Star League** **$30.00**
Alek Kerensky ruled over 3,000 star systems, and the Houses all deferred to his will. It was a golden age where technology fueled man's quest for utopia. But war and the lust for power corrupted this great era. 192 pages.

Wolf Clan Sourcebook • **$35.00**
This Clan House book reveals its history, culture, military capabilities, internal hierarchy, tactics, personalities & unique 'Mechs of one of the premier Clans.

MEGATRAVELLER

SCI-FI The vast Imperium has collapsed into chaos: rebellion, military treachery & plundering alien forces are but a fraction of the turmoil that exists. In space no one can hear your die roll! **GDW**

MEGATRAVELLER **$60.00**
Box set containing the Referee's Manual, the Player's manual, an Imperial Encyclopedia, a colour map of the Spinward Marches, and a brace of dice.

C.O.A.C.C: Close Orbit & Airspace Control Command **$22.00**
An aircraft (as opposed to spacecraft) sourcebook that includes craft design, operations, tech level evolution, combat rules and a campaign. 96 pages.

Fighting Ships of the Shattered Imperium **$22.00**
A compendium of 58 vessels from the Imperial Navy. Includes stats for Battleships, Cruisers, Carriers, Escorts & Auxiliaries. 96 pages.

(The) **Flaming Eye** **$27.00**
The worlds of the fierce Vilani pirates, known as the Vland Domain, have suddenly declared their independence from the embattled Imperium. This 104 page book contains 2 complete campaigns & over 25 World Data sheets.

Hard Times - the future of the empire • (due Sept.) **$27.00**
Adventures in the post-rebellion period. Imperial space is strewn with the wreckage of war, governements and the military have virtually gutted themselves in vicious conflict. The whole galaxy lies smoldering. 96 pages.

Imperial Encyclopedia **$22.00**
Presented herein are all the basic facts concerning the Imperial Wars, stellar history, the nobility, library data, equipment lists and starship travel. 96 pages.

Knightfall **$22.00**
A trade expedition is captured by rebels, while escaping they meet a Knight who claims to have discovered a fabled lost city of technological wonders!

Onnesium Quest • **$27.00**
An epic quest for a mineral-rich asteroid belt leads the players from one end of the shattered Imperium to the other. 104 pages of high-tech action. Due ?

Player's Manual **$22.00**
Filled with the usual stuff: character creation & classes (18 career types), 159 skills, combat resolution, damage rules, and psionics. 104 pages.

Rebellion Sourcebook **$22.00**
Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Complete historical notes are included, plus political & military maps. 96 pages.

Rebel's Tales • **$22.00**
Further information on the unstoppable rebellion that voraciously consumes the vast Imperium world by world. Includes five desperate adventures. Due ?

Referee's Companion **$22.00**
Features essays on the 4 major alien races, rules for large scale combat, the Imperial (& alien) calendar, plus information on robots, tech research, mega-corporations, communications, mapping, technology, and more! 96 pages.

Referee's Manual **$22.00**
Contains the usual stuff - a generator for star systems & worlds, plus rules for encounters, trade & commerce, craft design, starship combat, etc. 104 pages.

Solomani & Aslan - The Rimworld Races (due ?) **$30.00**
Details on the Solomani (57th century humans, the masters of genetic engineering) and Aslan (a warrior race whose honor & entegrity is little understood)

Starship Operator's Manual **$20.00**
An analysis of how a starship works - the hardware, mechanics, crew duties & software functions. Plus the Old Timer's Expert Advice & deckplans. 66 pgs

101 Vehicles **$18.00**
I think the title adequately describes the contents. Each entry includes an illustration and a full profile - comprehensive military, civillian & alien coverage.

Vilani & Vargr - The Goreward Races **$27.00**
Features information on physiology, psychology, society, culture, technology, history and roleplaying tips! With home-region starmaps & new rules. 104 pgs

World Builder's Handbook **$25.00**
Includes world survey procedures & a survey/sensor equipment list, plus rules for creating environments with exotic alien cultures & features. 96 pgs.

MIDDLE EARTH

FANTASY J.R. Tolkien's beautiful, magical world of **THE LORD OF THE RINGS** is brought to vivid life with this moderate complexity, but well crafted system. Good for novice players. **Iron Crown**

MIDDLE EARTH 2nd Ed. **$25.00**
This box set contains a 128 page rulebook, a booklet of maps, an excellent 32-page introduction to role-playing, plus 56 colour cardboard characters.

SUPPLEMENTS

Angus McBride's Characters of Middle Earth **$22.00**
At last! A 64 page glossy book highlighting Angus McBride's superb Middle Earth artwork done over the past ten years. This is an indispensible product for both connoisseurs of fine fantasy art and fans of Tolkien's works.

Guide Book to Middle Earth **$15.00**
Contains vital campaign information such as climate, languages & geography - plus a 24"x36" colour map of Middle Earth that includes the trade routes.

MERP Adventure Guidebook II **$22.00**
Sourcebook for northwest Endor & surrounding lands. Includes a colour map, Elvish dictionary & a comprehensive glossary of people, cultures, places, etc.

MERP Combat Screen 2nd Ed. **$12.00**
Contains the combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen (+ quick-reference sheets).

Middle Earth Map: Folded **$10.00**
A beautiful 24"x36" colour map of Middle Earth & the Wild Lands to the north, east and south. This is the same map that appears in the MERP Guidebook.

VARIANT CAMPAIGNS

Mythic Greece - The Age of Heroes **$25.00**
A 160 page campaign book wherein characters vie with terrible monsters, explore mysterious lands, and compete for the favors of the gods. Includes Demigod characters, new creatures & treasures, plus specialised magicks

Robin Hood **$25.00**
Another alternate campaign sourcebook, with two 11th century English settings - the Forest of Dean on the Welsh Marshes & Sherwood Forest. With new medieval skills & professions, plus bandit/guerilla information. 160 pages

Vikings **$18.00**
Comprehensive & informative, this 112 page book includes folklore, monsters, kings & gods, everything necessary for a gritty , wild Norsemen campaign.

Pirates **$25.00**
Creates the boisterous world of 17-18th century pirates & buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - grand adventure, wealth & peril await all who sail under the Jolly Roger. 160 pages.

Mythic Egypt **$27.00**
A land of dust & heat, in an era of mighty God-Kings & Sorcerors - enter the desert wilderness where Djinn & Sphinxes wander; search for the treasures of the Royal Dead, but beware their undead guardians. 160 page sourcebook

FORTRESSES OF MIDDLE EARTH

Calanhad: A Beacon of Gondor **$18.00**
Located in the northern foothills of the Ered Nimrais - this is one of Minas Tirith's seven famous Beacon Towers. With floorplan & room descriptions.

Halls of the Elven-King **$10.00**
Features the Thranduil Wood Elves' underground city in Mirkwood. Detailed layouts, perspective illustrations, and plans makes this a generic product.

Teeth of Mordor **$10.00**
Interior & exterior details on the two towers that guard the entrance to Mordor, land of Sauron. This series of products can be used in any fantasy campaign.

Weathertop: Tower of the Wind **$10.00**
Details a huge tower-fortress caught in the vicious struggle between Arnor's three bickering successor kingdoms. Includes extensive floorplans and notes.

SOURCEBOOKS

Creatures of Middle Earth $18.00
Gaming information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Balrogs.

Lords of Middle Earth I: The Immortals $20.00
Covers everything you've ever needed to know about the Elves, Valar, Maiar & the Great Enemies. With history, powers, personalities, etc. 112 pages.

Lords of Middle Earth II: The Mannish Races $20.00
A wealth of information concerning the Kings of Arnor, Gondor & Numenor, Aragorn, Boromir, the Witch King of Angmar, brave Eowyn & the Ring Wraiths

Lords of Middle Earth III $20.00
Introduces the races that the other books neglected - the surprising Hobbits, secretive Dwarves, patient Ents, hideous Orcs, and foul Trolls. 112 pages.

Minas Ithil • $40.00
112 page guide to the Gondorian capital. Details history, politics, the military & social institutions. Included are layouts of important structures & adventure sites, backgrounds for major NPCs, three adventures, and two colour maps.

Minas Tirith $30.00
A 160 page hardback city supplement that includes a double-sided 16"x20" colour map, 40 pages of floorplans & layouts, plus history, personalities, etc.

Nazgul's Citadel • $30.00
By the Yellow Mountains south of Harad, looming above ancient city ruins, stands the citadel of the Fifth Nazgul. A disciplined army of Haradan warriors & Orcs stand guard, prepared to die for the Storm King. This 112 page book includes over 40 pages of floorplans, plus 3 adventures. Due Sept?

Treasures of Middle-Earth $25.00
The list includes arms, armor, apparel, equipment, jewlery, gems, art, musical instruments, rings & tools. Further articles detail the history of important items and artfacts, with notes on the techniques & materials used in their creation.

CAMPAIGN MODULES

Dunland and the Southern Misty Mountains $20.00
Dunland is a nation whose warrior Clans jealously guard their independence. The mountains are a hazardous realm known to shelter Giants & Dragons!

Empire of the Witch King $25.00
Angmar: the bleak & twisted land of the Witch King. Here dark Warrior Priests & Orcs prowl the landscape while Dragons & Trolls feast upon the unwary.

Ents of Fangorn $20.00
Here dwell the Ents, an ancient & patient race. These noble beings guard the trees against axe & fire, for Fangorn is the last remnant of the Great Forest.

Far Harad - the Scorched Land $20.00
Details both the imposing desert city of Bozisha-Dar, and the legendary warriors of the nomad tribes who live a life far removed from the city's comforts.

Ghost Warriors $15.00
Ghost warriors roam by night, taking captives to swell their undead ranks. The key to their defeat lies beyond the Riddle Caves, a mysterious entrance to the dark labyrinth that twists through the deep gutrock of the Misty Mounts.

Gorgoroth $30.00
Evil stirs in the Mountains of Shadow. Torchlight glares from the slits of once-abandoned citadels & acrid smoke unfurls from Orodruin's long quiet summit.

Greater Harad $20.00
Nestled between desert & mountain, the Seven Cities is a cosmopolitan oasis where commerce is the law. But an evil Ringwraith now plots its downfall.

Havens of Gondor - Land of Belfalas $20.00
Sail with the Corsairs of Umbar as they battle Dol Amroth's white ships. Or explore the Elven haven of Edhellond & the famous Sea Ward Tower

Isengard and Northern Gondor $20.00
Home to the fierce warrior clans of the Dunlendings, Druedain & Calenardhrons, and site of the infamous citadel known as the Tower of Orthanc.

Lorien and the Halls of the Elven Smiths $20.00
Eregion - the grand Elven kingdom; a fabled land of spires, manors & ruins. Includes information on the rings (the Water Ring, etc.), and Elven history.

Lost Realm of Cardolan $20.00
Cardolan is a harsh, brutal realm torn by constant war, and where mercenary bands thrive on the bloodshed. Dare you face the wrath of the Witch King?

Mirkwood - The Wilds of Rhouanion $25.00
This 128 page supplement includes colour maps, layouts on sites of interest, descriptions of the many races that inhabit the region, & famous personalities.

Moria - the Dwarven City $20.00
The greatest & richest dungeon in Middle Earth - this details the caves & mines that worm their way deep into the ancient gutrock of the Misty Mounts.

Mount Gundabed $18.00
From the grim halls of the Goblin city to the mysterious Underdeeps, Mount Gundabad is a veritable warren of evil monstrosities and cruel Orc hordes.

Rangers of the North - the Kingdom of Arthedain $20.00
Home to the faithful Rangers of fallen Numenor, these secretive and well-travelled warriors protect the eastern borders against the forces of darkness.

Riders of Rohan $20.00
The Rohirrim are a proud & brave race whose cavalry skills are without peer. These renown warriors despise the Dark Lord, and mistrust all magic.

Sea Lords of Gondor - Pelargir and Lebennin $20.00
Ruthless privateers and corsairs prowl the Bay of Belfalas in their sleek ships, avoiding the Royal Fleet whilst preying on unwary merchant vessels.

Shadow in the South $20.00
The Nazgul called Storm King rules this domain of wild shores, dark woods, rugged mountains, black legacies, and savage humanoid tribes.

ADVENTURE MODULES

Assassins of Dol Amroth $10.00
3 adventures - avenge a Knight of great renown, survive the terrible dangers of a deserted manor house, and lead a brave assault into an eerie stronghold.

Brigands of Mirkwood $12.00
Strayhold is a dark carnival filled with rogues, vagabonds & rare merchandise. The labyrinthine streets cloak all manner of surprises, and danger!

Dark Mage of Rhudaur $12.00
A kingdom in decline, where Orcs lay siege to Beacon Towers, barbarians plunder trade routes, and the ancient Ytelwood shadow prowls the night.

Denizens of the Dark Wood $10.00
Deep within brooding Mirkwood can be found tribes of Orcs, vile Trolls, cruel Giant Spiders, & a sinister Necromancer whose dark art requires living blood.

Erech and the Paths of the Dead $12.00
Daen Coentis swore allegiance to Gondor upon the Stone of Erech, and it is here the Army of the Dead shall gather to right their ancient Oath-breaking.

Forest of Tears $12.00
The secretive Honnin are troubled by a cannibalistic spirit who preys upon its worshippers, and a Tavari seduced by Sauron's dark promises of power.

Gates of Mordor $10.00
Search North Ithilien for a stolen shipment of wine. Evict a brazen band of Scara-hai Orcs from a tower ruin. Discover a sorcerer's gruesome experiment

Ghosts of the Southern Anduin $10.00
On foggy nights a ghost haunts the Anduin river. Inland, a mysterious blight has fallen like an evil shadow upon the trees and crops, withering everything.

Goblin-Gate and Eagle's Eyrie $10.00
Plunge into the dark & deadly labyrinth that is Goblin-Gate, or join the Great Eagles as they battle Giants among the rugged peaks of the Misty Mountains

Haunted Ruins of the Dunlendings $10.00
A reward is offered to find the thugs responsible for the slaying of 16 merchants. An abandoned temple harbors a King's fortune, and deadly apparition! Rescue a wealthy Lady's son from Dunnish warriors, and a haunted butte.

Hazards of the Harad Wood $12.00
Visit the superstitious rural folk living near the Vale of Tears, or search the lush beauty of the Suza Sumar for the ancient menaces that hide within.

Mouths of the Entwash $10.00
Hideous Mewlips stalk all who dare to enter the fetid interior of their swamp domain. All manner of vile monstrosity infests this brutal land of marsh & fen.

(The) **Necromancer's Lieutenant** $11.00
Enter the depths of southern Mirkwood - protect a merchant's caravan, steal a Necromancer's treasure, harass an Orc army, and aid the Elves against evil.

Perils on the Sea of Rhun $10.00
Face assassins, the Cult of the Long Night and Sauron's dark minions - the Sea of Rhun is a place of dark secrets and evil forces ever hungry for power.

Phantom of the Northern Marches $10.00
The terrified inhabitants of a village are menaced by one seeking revenge. IAt night the very moors tremble with the steps of something large & voracious. Within the smoldering ruins of a townhall a Firedrake awaits all challengers.

Pirates of Pelargir $12.00
Dare to sail against the murderous pirates of the Red Cliff! Search for the hiding place of the Laughing Raiders. Storm a stronghold to rescue slaves.

Raiders of Cardolan $10.00
Now is the time to enter Black Wood and stop the rebellion within, then plan the downfall of murderous sea raiders before they return for more plunder.

Rivendell - House of Elrond $10.00
Details the hidden vale of Imladris - the wondrous home of Elrond. A haven for the last Kings of Arnor, and meeting place of the famed White Council.

Rogues of the Borderlands $12.00
Snow-capped peaks and deep forests, whose very shadows hide fell beasts, surround isolated hamlets and farms where only the fearless dare dwell.

Thieves of Tharbad $10.00
Explore an inland port whose proud grandeur cannot fully disguise the decay and discontent that festers behind the mean facades of its lesser streets.

Warlords of the Desert $12.00
Visit the bustling port city of Dar; encounter its wealthy traders, or the rogues from Far Harad & beyond. But beware the skulking agents of the Nazgul.

Woses of the Black Wood $10.00
Try to stop the night terror that haunts the People of Bor Leath. Meet the herb mistress who is protected from the dangers of Black Wood by the animals she has befriended. Or search the extensive grottos of the Woses for treasure.

PALLADIUM

FANTASY Obviously based on the AD&D system, but contains a lot less game mechanics - ideal for those who like pulp fantasy but can't find the motivation to read a plethora of rulebooks! **Palladium**

THE PALLADIUM RPG $40.00
274 page book containing the basic mechanics, 20 character classes, equipment & skill lists, psionics, 290 spells, a campaign world, and a bestiary.

Book II: Old Ones $30.00
Features 2 optional character classes, a description of the kingdom of Timiro with details on 8 cities, 25 towns, 22 forts & various adventures. 210 pages.

Book III: Adventure on the High Seas $30.00
208 pages: new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships & island descriptions with adventures.

Book IV: Adventures in the Northern Wilderness $22.00
A 96 page guide to the rugged Northern Wilderness, with 6 adventures.

Monsters & Animals $30.00
Compendium of 89 monsters & 192 animals, with world guide. 166 pages

Further Adventures in the Northern Wilderness $16.00
4 adventures with extensive background material on locations, etc. 48 pages.

PARANOIA

SCI-FI A humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, weird inventions, wacky scientists, psychotic robots, etc. **WEST END**

PARANOIA RULEBOOK $25.00
A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun & light-hearted adventure. Includes a 28 page adventure and a jumble of handouts.

PARANOIA BOXED SET $30.00

Alice Through the Mirrorshades $22.00
The Computer has crashed! Vulture Warriors of Dimension X watch horrified as they are 'volunteered' to go back in time to execute those responsible.

Alpha Complexities $18.00
The usual stuff - an incredibly frightening briefing; a desperate battle against invisible Communists; loads of defective R&D equipment; a host of severely disturbed 'bots; a (one-way?) trip Outdoors; and a trashy sci-fi mega-villain!

Clones in Space $20.00
Eager Troubleshooters can enjoy the exciting, slightly gut-squashing, effects of lift-off. Survivors get a handy lesson in weightlessness, & a lucky few learn about the curious effects of hard vacuum. So much fun hardly seems fair!

Crash Course Manual $30.00
Anarchy reigns: the Computer is dead! Now clones rise up against their oppressors and secret societies take control. It all seems too good to be true...

Death, Lies and Vidtape $22.00
With the Computer fritzed all the Secret Societies have entangled themselves in a war for supremacy. The characters however, still get their asses kicked!

(The) **D.O.A. Sector Travelogue** $30.00
Vacation capital of Alpha Complex - stroll the corridors, sip Bouncy Bubble by the light of surveillance cameras, or enjoy a running firefight with friends.

Don't Take Your Laser to Town $18.00
From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. Beware of evil Black Bot!

Extreme Paranoia • Computer sez it's treason - so buy it! $11.00

Form Pack $18.00
Includes The Equipment Request Form, The Equipment Complaint Form, The Form Request Form (all in triplicate), and a bizarre mini adventure.

Gamma-Lot $22.00
Knights, castles & dragons in LOT Sector - merry olde England meets not-so-merry Alpha Sector Troubleshooters. Features Randy the Wonder Lizard!

(The) **Iceman Returneth** $18.00
A freeze-dried High Programmer from the past is accidently thawed - only naive, moronic & justplainstupid Troubleshooters would ever get involved with treason of this magnitude. So naturally all players will jump at the chance!

Mad 'Mech's Adventure $22.00
A Post-Crash race against time, featuring Australian mutants! Due Aug?

More Songs About Food Vats $18.00
Classic Paranoia - chases, comedy, & more explosions than you can shake a neurowhip at. Includes handouts & props to make the players feel important.

People's Glorious Revolutionary Adventure $20.00
The Communist Controlled Complex Population (CCCP) toils selflessly under the benevolent rule of Big Red One, Tovarich Computer. The players finally get to be Commies and TRASH Alpha Complex - this is too good to be true!

(The) **R&D Catalogue** $35.00
Includes an adventure, plus a huge list of strange and confusing gadgets and weapons that self-destruct or maim everyone when they are used...

The Computer Always Shoots Twice $20.00
Reprint of Send in the Clones & Orcbusters - a heroic fantasy escapade wherein characters can experience the thrill of being turned into slugs! 96 pgs

Twilightcycle: 2000 $20.00
San Francisco, WW3, where visitors get sandwiched between Soviet and US forces hellbent on getting the Alpha Complex Computer prototype, and blowing the smoking crap out of each other! **TWILIGHT 2000** compatible.

Vulture Warriors of Dimenson X $30.00
Vulture Warriors die in all sorts of exotic locales throughout time! How many clone replacements does it take to get to a leaky nuclear reactor's center?

PENDRAGON

FANTASY The glory that is King Arthur's court - chivalry, courage, and skill are the means by which a young Knight can defeat peril or treachery, and perhaps join the fabled Round Table! **Chaosium**

PENDRAGON 3rd Ed. $45.00
A 208 page softcover book dealing with character generation, family history, glory & ambitions, game mechanics, ideals & passions, wealth, chivalric duties, NPCs & creatures, various scenarios, and more! Recommended.

Boy King $40.00
As the power of Rome dwindles, England is torn apart by feuding lords and plundering foreign tribes. A fabulous sword is drawn from its stone prison by a young man, who is thus destined to rule this shattered realm. 144 page campaign with new tournament rules and hundreds of adventure ideas.

(The) **Grey Knight** $15.00
Death's Champion challenges Arthur's right to rule, & accuses him of murder. Sir Gawaine will duel for his king's honor, but Merlin prophecies Gawaine's death unless a quest can discover one of the 13 ancient Treasures of Britian.

Knights Adventurous $40.00
Greatly expands the parameters of PC Knights. Includes further information on sieges, raids, women, Christianity, Paganism, mediaeval adventures, etc.

Savage Mountains • $45.00
Features 4 adventures exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur and his valiant knights. Includes extensive campaign details on the region - climate, politics, notable places (including a major city), people, and more. 128 pages.

Tournament of Dreams $15.00
Two adventures of knightly virtue & chivalrous combat - Tourment of Dreams plus The Circle of Gold. A great blend of courtly courtesies & dire duels.

REICH STAR

SCI-FI It's nearly 200 years since Germany & Japan won World War 2. These twin fascist empires continue to struggle for ultimate control of an over-populated & polluted Earth. **CE**

REICH STAR $45.00
242 page book that includes sections on characters (22 professions), skills (76), advantages/disadvantages (75), psychic abilities (14), unarmed & armed combat, weapons, equipment, robots, cyborgs, starships, the colonies, military organisations, the resistance, alien encounters, an adventure, etc.

RIFTS

SCIENCE & SORCERY Earth has been transformed - super science and high technology rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **Palladium**

RIFTS $50.00
A superbly illustrated 256 page softcover book that features 26 PC classes, 8 PC Attributes, alignments, weapon skills, espionage, psionics, a detailed world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc.

RIFTS Sourcebook $25.00
More information on the Coalition, Robots, villains, weapons, equipment, and new monsters - including the Splugorthian Raider and Vampires.

RIFTS Conversion Book • $32.00
Enables characters from any other Palladium RPG (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS universe. Due Sept?

Vampire Kingdoms • $40.00
World Book 1 details the most gruesome of all the known RIFTS kingdoms.

ROBOTECH

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1 & 2, to the launching of the SDF-3. Mankind faces a reign of terror from an alien army. **Palladium**

ROBOTECH $30.00
Includes character creation & PC classes, skill descriptions, combat mechanics, a complete Mecha/Destroid inventory, data on conventional vehicles, a full weapons listing, the Zentraedi background & a brief history. 110 pages.

Ghost Ship $20.00
Rebel Zentraedi and bandits plunder the massive ring of debris orbiting the Earth - the RDF dispatches its Space Patrol to dig them out. 48 pages.

Lancer's Rockers $20.00
10 years after the invasion, Rook's Knights are decimated & humanity loses all hope. With new PC classes & Mecha/Invid weapons, plus 7 adventures.

RDF Manual $20.00
With optional rules, additional R.D.F. weapons & vehicles, a global summary of events, character sheets, plus a military & resource atlas. 48 pages.

RDF Accelerated Training Program $20.00
Features new skills & abilities, NPC generators, and briefs on strategy - plus a selection of mecha & vessels. 56 pages, with multiple training missions.

REF Field Guide $37.00
Illustrated guide to the mecha, ships, weapons, vehicles, bases, equipment, & uniforms (etc) of the REF, Inorganics, Invid, Robotech Masters & Zentraedi.

Southern Cross $30.00
Material from the Southern Cross animation series: with character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages.

The Invid Invasion $30.00
112 page sourcebook on Invid & human equipment, with backround details, as seen in the TV series. Includes more combat rules, and scarce weapons.

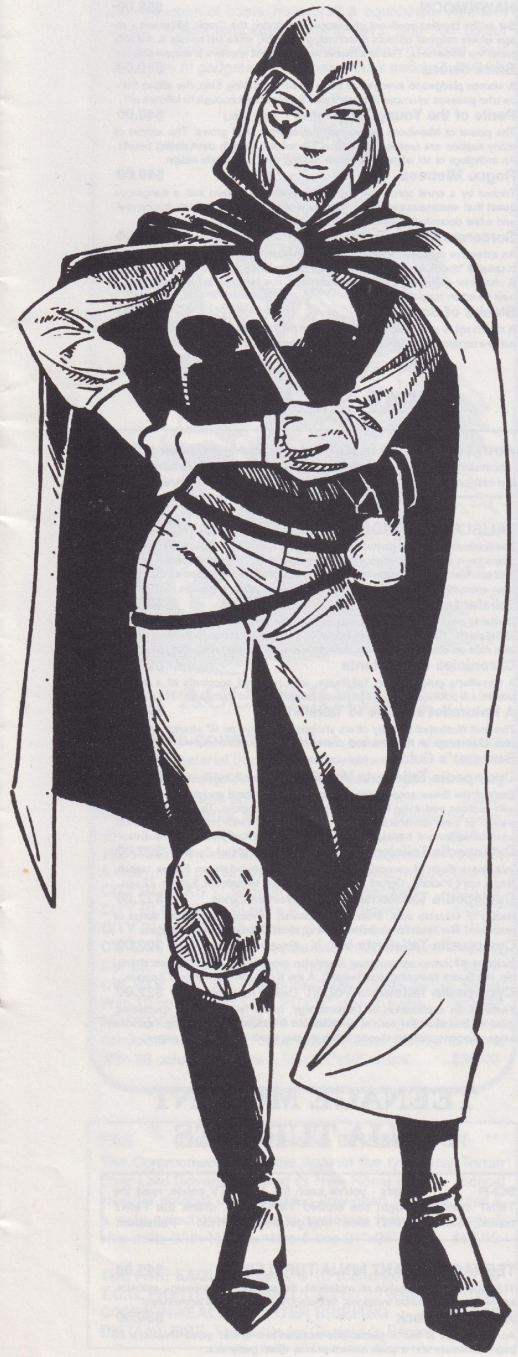
The Return of the Masters $25.00
Sourcebook for the rugged Indochina quadrant, the G-95 satellite factory, and the R.D.F. Moon Bases. With adventures, mutants & G-95 drone data. 88 pgs

The Sentinels $35.00
New PC REF classes & Sentinel alien races, more combat rules and data for Destriods, Cyclone bikes, Veritech fighters, spacecraft & more! Plus details on Invid history, Mecha, Inorganics, Hives, ect. 3 adventures - 160 pages.

The Zentraedi $20.00
Giants cloned solely for the purposes of war - the Zentraedi are a violent and uncompromising creation. 48 pages of history, mecha, ships and PC details.

ROLEMASTER

FANTASY A very detailed RPG that stands on its own for quality, but is fully compatible with the Middle Earth modules & supplements. See SHADOW WORLD for further campaign material. **Iron Crown**



ROLEMASTER 2nd Ed. $65.00
Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth for RPG fanatics.

Arms Law & Claw Law $20.00
Contents include 30 Weapon Attack and 10 Critical Strike tables, 12 Animal & Martial Arts Attack Tables, and a variety of optional rules.

Character Law & Campaign Law $20.00
A complete character development system that includes extensive campaign and gamemaster guidelines. Can be used to improve any Fantasy RPG!

Creatures & Treasures $20.00
Provides complete descriptions and game stats for over 500 animals, races & monsters. With tables for the generation of unusual treasures or (the bane of every player and a boon for vengeful Gamemasters!) random encounters.

Creatures & Treasures II $20.00
A compendium of monsters and artifacts. 112 pages featuring a plethora of evil creatures and mighty treasures, plus some great illustrations.

Dark Space $30.00
A Rolemaster-Space Master genre campaign that details a scifi/fantasy/horror (!) universe. Magic & technology coexist while evil alien monstrosities plot the downfall of humankind. Includes new professions, extra spells/psion lists, 20 detailed worlds & cultures, scenarios, creatures, equipment, softech, etc.

Elemental Companion $25.00
New spell lists, variant professions, and elemental creatures. Plus a complete coverage of the elemental planes, and the history of elemental magic.

Heroes & Rogues $30.00
A 160 page collection of characters & NPCs. Features all the Character Law professions, detailed backgrounds and statistics for levels 1 thru 20.

Outlaw Sourcebook • (due Sept?) $40.00
A comprehensive 160 page book that uses the RM system to recreate a Wild West campaign! I still can't take this seriously, but perhaps Iron Crown does.

Rolemaster Character Sheets $22.00
Tailor-made blank character records for all Rolemaster Character Law professions, plus the Companions! 144 pages, with Development Point costs.

Rolemaster Companion $20.00
32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells & optional rules. What more do you want?

Rolemaster Companion II $20.00
Does it ever end? 65 new spell lists & over 100 optional skills. Plus comprehensive Master Tables & descriptions for every Rolemaster skill & profession!

Rolemaster Companion III $20.00
21 new variant professions, 40 extra spell lists, 7 more critical tables, 4 spell attack tables, and more optional rules. But they haven't finished yet folks...

Rolemaster Companion IV $22.00
A complete checklist of all the spells, skills, optional rules & professions introduced in the basic rules and all of these bloody companions!

Rolemaster Companion V • $30.00
Will it ever end? Includes rules for time travel, Earthnodes, skill specialisation & spell research, plus 3 professions, over 26 new spell lists, creatures, treasures, skills, extra attack & critical tables, hit points for structures & inanimate objects, and another options checklist addendum... phew! 128 pgs.

Rolemaster Combat Screen $12.00
A multi-panel GM's screen containing all of the vital rules charts and tables, plus several handy game aids for more efficient play.

Spell Law $20.00
Includes over 2000 spell descriptions based on three realms of power & fifteen character professions, plus individual Spell Attack & Critical Strike tables, a power point system, detailed alchemy rules, and optional material.

War Law • $60.00
A mass combat system that features rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, tactical considerations, etc. This box set contains a 160 page rulebook, counters, templates & unit forms.

Refer to **MIDDLE EARTH & SHADOW WORLD** for compatible stock.

RUNEQUEST

FANTASY An great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended for players who are tired of AD&D! **Avalon Hill**

RUNEQUEST DELUXE $60.00
Contains a 16 page RPG introduction, a Player's Book (88 pgs.), a Magic Book (60 pgs.), a Gammaster's Book (48 pgs.), a Creatures Book (48 pgs.), a guide to Glorantha (32 pages), a colour map of Fantasy Europe , and dice.

RUNEQUEST STANDARD $35.00
A boxed set with an abridged Rules Book (56 pgs.) and a small Spells Book (16 pgs.), plus dice & character sheets. I think this is the Runequest primer.

Runequest Game Master's Box $50.00
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Glorantha (32 pgs.), various game aids, dice, and a Fantasy Europe map.

Runequest Player's Box $45.00
With the Player's Book (88 pgs.) & Magic Book (60 pgs.), plus some dice.

Apple Lane $20.00
Troll-bandit Whiteye, & his vicious Trollkin gang, has been the bane of Apple Lane for years. This scoundrel must be caught and his tiny thugs dispatched.

Daughters of Darkness $30.00
Nine adventures where the players partake in dangerous expeditions & deadly intrigues in a city of crime & corruption. 96 page module with colour maps.

Eldarad - The Lost City $35.00
Eldarad is a partially rebuilt city ruin, devoid of law, and where the minions of Chaos walk freely at night. It is also the site of ancient elder tombs, wherein great magicks & wealth can be discovered. Contains a 54 page city guide, a 62 page adventure sourcebook, and a 32 page book of maps.

Elder Secrets of Glorantha $40.00
A compendium of Gloranthan lore featuring monsters, mysterious artifacts, the secrets of Dragonkind, magical crystals & metals, inaccessible lands, the weather, Hero Questing, data on the Elder races & cults, plus scenarios.

Glorantha - Genertela: Crucible of the Hero Wars $45.00
A guide to a unique, epic campaign world. Contains a Glorantha Book (40 pages), a Genertela Book (100 pages), a Player's Book (36 pages) & a map.

Gloranthan Bestiary $19.00
48 pages (including a Deluxe rules section for those who only own Standard Runequest) containing 70 new monsters (Alticamelus to Zabdamar).

Gods of Glorantha $40.00
Features the huge pantheon of the campaign world, rich in detail & character 60 cults & religions are represented, covering every facet of Glorianthian life.

Griffin Island $35.00
A detailed island nation bristling with adventure. Players have the chance to gain incredible wealth, or face a nasty death with 32 "events' & 10 scenarios.

Haunted Ruins $22.00
An ancient Dwarven mansion has become the lair for a Troll Clan. Mothers scare their children with tales of dark Troll secrets, now discover the truth!

Into the Troll Realms $17.00
Troll adventures & encounters. Includes a Trollball game, lots of insects & Trollkin, plus a great bandit hideout inside a rotting Brontosaur carcass!

Runequest Cities $20.00
A unique guide to urban adventures. With a systematic encounter generator (43 tables!) plus full mechanics for creating instant villages and city locations.

Snake Pipe Hollow $20.00
Recently the Hollow has been relatively quiet, the chaos horrors which gave this township its gruesome reputation have remained hidden... until now!

Trollpak $40.00
The dominant non-human species of Glorantha. Every facet of Troll character & society is described, enabling players to create detailed PCs. With 3 books.

Troll Gods $40.00
Another zesty serving of Troll delights: details spells, skills & monsters, plus the deities of darkness, the Troll Regions, Troll secrets and clan knowledge.

SHADOWRUN

SCIENCE-SORCERY A unique blend of fantasy races, with their standard skills & abilities, and a hardcore hi-tech world of surreal punk imagery combined with violent corporate elements! **FASA**

SHADOWRUN 2nd Ed. $25.00
218 page book that contains future history to 2050AD, character generation & development, skills, combat, magic, details on the computer matrix, cyber mechanics, equipment, a bestairy, a guide to Seattle, and an adventure.

Bottled Demon $18.00
The bottle is a mysterious artifact covered with runes. Certain sinister organisations will stop at nothing to get it, and that includes killing nosy 'runners.

D.M.Z. - Downtown Militarised Zone $70.00
A boardgame of urban conflict between mages, street samurai, mercs, bikers, Orks, etc. This system may be employed as a substitute for the Shadowrun combat mechanics. With one 22"x34" & eight 11"x17" maps + 203 counters.

DNA/DOA $18.00
A Shadowrun into the Aztechnology database turns very sour. The only means of escape, and survival, is a deadly journey thru the Ork underworld.

Dragon Hunt $16.00
'Runners are hired to find a dragon's lost memory. The only problem is that some big corporations in Seattle don't want any of the information revealed.

Dreamchipper $18.00
Missing experimental pleasure chips are linked to a series of brutal slayings - a corporation wants the chips returned, and the murderer may have them.

Game Master's Screen $22.00
A sturdy three panel Game Master's screen that displays vital system information in an accessible location. Includes a 32 page adventure.

(The) **Grimoire** $25.00
A 126 page handbook that provides greater detail on spell creation, adepts, enchanted items, alchemy, magical groups, insect totems and toxic shamens.

Harlequin $25.00
A connected series of 8 adventures that feature multiple exotic locales. This compendium of missions provides the players with a progressively enlarged view of a very complex tale of betrayal and revenge!

Ivy and Chrome $20.00
Shadowrunners are hired to find an elf girl missing from an exclusive boarding school. But finding someone in the Sprawl fast is next to impossible!

London Sourcebook • $30.00
Britain 2050 - cyberware & magic are strictly regulated, with harsh penalties for those who disobey. Power is divided between the nobility, megacorps & druids. Includes a comprehensive guide to the London Sprawl.

Mercurial - in Concert at Underworld $18.00
Enter the world of megahit rockstars, dreamchip addiction, exotic pleasures, toxic waste, hitmen, Yakuza sorceresses, and a labyrinth of double-deals.

Native American Nations Vol. 1 • $25.00
Details history, cultures, economies & lifestyles of the newly-emerged Salish-Shidhe, Sioux, Ute & Pueblo Council Nations. Includes an adventure that will take the runners out of the dark cities and into the wild, awakened wilderness.

Neo-Anarchist's Guide to North America $30.00
A comprehensive tour of major city sprawls. Includes maps, laws, transport, trade restrictions, corporations, government, gangs, crime, etc. 128 pages.

Paranormal Animals of North America $25.00
A comprehensive, illustrated guide to 79 strange & fierce creatures that roam the polluted skies & twisted underworlds of this nightmare future. 176 pages.

Queen Euphoria $16.00
The job is to snatch Euphoria, the simsense star, for a weekend then let her go - simple. But when something alien & very malevolent cuts in on the action all hell breaks loose, and the players really start earning their money!

Seattle Sourcebook $30.00
A comprehensive tour of a city where Megacorps control the money & politics while Gangs rule the streets. Includes some great theme adverts. 178 pages.

Sprawl Sites $25.00
Features an assortment of building floorplans and lots of city encounters, plus detailed NPCs to be used as street contacts, etc. Includes rules & equipment.

Street Samurai Catalogue $27.00
Everything the professional predator-for-hire needs in the urban environment - firearms, armour, vehicles, cybergear, internal body-wiring, and accessories.

(The) **Universal Brotherhood** $27.00
The Brotherhood is the world's largest humanitarian organisation - the key to salvation & hope to many in the vicious sprawl. But the objectives & purpose of the Brotherhood have been exposed, and the chilling truth is revealed!

Virtual Realities • $30.00
A comprehensive guide to the matrix. Decking is given a more tangible look & feel with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & hardware applications. 160 pages.

The Secrets of Power Trilogy (Novels)

Book 1	Never Deal with a Dragon	$11.00
Book 2	Find Your Own Truth	$11.00
Book 3	Choose Your Enemies	$11.00

SHADOW WORLD

FANTASY Kulthea - a unique magical world designed mainly for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area & provides various adventures. **Iron Crown**

Shadow World Master Atlas $35.00
A world swept by powerful Flows of Essence that greatly enhance or diminish a character's capacities. A land plagued by the Unlife, creatures so foreign and evil that their origins are beyond the dimensions of existence. Contains a 64 page World Guide, a 64 pg Inhabitants Guide & a 32 pg Atlas Addendum.

Black Troll's Vengeance $22.00
In Ledior all of the vegetable lifeforms grow to 4 times their usual size! This strange continent is also embroiled in civil strife, and a sinister conspiracy.

Cyclops Vale and Other Tales $10.00
The ancient artifacts of Peligris are a lure to many adventurers, provided that they don't mind battling the fierce races and fantastic beasts that guard them.

Demons of the Burning Night $18.00
The unexplored isle of Aranmor is rumored to hide great treasures amongst its ancient ruins, and a terrible array of foul creatures, both magical & Undead

Emer $50.00
Box set with two books - a 96 page guide to the continent of Emer; and a 96 page Atlas Addendum that covers the world in general as well as detailing demons, Dark Gods, places of power, ancient artifacts, constructs, lost technology, magical materials & weapons forging. Includes two large maps.

Islands of the Oracle $15.00
A dark gate called the Thirsting Cave appears on an Abarquan Island, from within come the dread Unlife and vile plagues. Salvation from this curse rests with the enigmatic Oracle, but this entity has remained hidden for centuries

Jaiman - Land of Twilight $22.00
Home of the six Crowns of Essence lost during past disasters. Both noble and evil powers seek these magical artifacts, for their power is beyond value.

Journey to the Magic Isle $15.00
The remote island of Uman harbors the University of Magical Arts. Within an ancient volcano lies a mysterious spit of land surrounded by a magical lake.

Kingdom of the Desert Jewel $18.00
Gethyra is a nation that supports an orderly & benevolent society. But the wilderness beyond is home to a variety of savage beasts, and rich tombs.

Nomads of the Nine Nations $22.00
Details the rugged lands west of the Guardian Sea. Wondrous sights greet visitors to this vast country, but there is a threat of invasion by a dark cult.

Norek - City State of Jaiman $18.00
Jaiman faces a grim future at the hands of an Unlife army, that threatens to invade the nation. Meanwhile a young Prince has begun a quest for a powerful artifact called the Sea Drake Crown.

Quellbourne - Land of the Silver Mist $18.00
Undead writhe like maggots in the ruin of the capital city, pirate bands of Ice Krals and raiding Trolls harass the populace, a cult exists only to destroy everything, and the minions of a Spider Goddess hunt for sacrifices.

Sky Giants of the Brass Stair $20.00
Deep within the Garlon Mountains lies the Dwarven King's treasure. The Dragonlord's Skyriders and a huge Dragon have begun to search the area.

Star Crown Empire and the Sea of Fates $18.00
The 8 citystates of G'thal offer a welcome respite from the wilderness beyond, but political danger offers a bloody end to curious travelers. Those who survive the city's hospitality find that court intrigue offers its fair share of plunder!

Tales of the Loremasters $10.00
A multitude of adventures spread across numerous islands wherein reside ghouls, a dragon, phantoms, a Spirit Tree, and other wondrous encounters.

Tales of the Loremasters - Book II $10.00
Treasure & adventure await those who traverse these pages: meet a prowling demon-warrior, a proud and wily Sphinx, or visit a mysterious fallen meteorite.

The Orgillion Horror $10.00
Brave the ruins of Not-Keh. Search for a labyrinthine mausoleum wherein lies the ancestral wealth of an evil Clan, but beware its Undead guardians!

Compatible with ALL Fantasy systems,
but specifically for **ROLEMASTER** and **FANTASY HERO**.

SPACE 1889

SCI-FI Designed for extravagant role players. Set in the Victorian era and based on the works of H.G. Wells & Jules Vern. This is real pulp sci-fi in all its pompous, bold glory. **GDW**

SPACE 1889 $50.00
The Victorian era was an age of adventure; stimulated by colonial opportunism and the heady advances in science, brave gentlemen explorers ventured into the ether to discover new worlds. 200 page hardback book.

Beastmen of Mars $18.00
An ancient tomb is discovered, but before its treasures can be exhumed one has to face thieves, bandits, vengeful High Martians, and an eons-old evil.

Canal Priests of Mars $18.00
An assassin from a rival cult kills a leading Canal Priest - but a complex astrological formula points to a player character as the natural successor!

Caravans of Mars $18.00
Sourcebook for the vast eastern deserts; detailing flora, fauna, treasures & mysteries. Players get to enjoy a dangerous trek along a desiccated canal.

Cloud Captains of Mars $18.00
Karkarham - city of wealth & corruption, ripe with adventure & danger - home port to the nefarious pirates and privateers who plunder the Martian skies.

Conklin's Atlas of the Worlds $22.00
Contains a historic chronology from 1879 to 1889, new naval rules, and reference material on Mercury, Venus, Earth, Mars & Luna - with maps.

(The) Liftwood Conspiracy $22.00
The British government undertakes a secret expedition into the forbidden liftwood groves of the Martian Highlands, a realm of intrigue and adventure.

More Tales from the Ether $18.00
4 adventures: battle swamp pirates, encounter the loathsome Lurker, search the barren wastes of the Moab, & avenge the Fort Dickerson massacre.

Referee's Screen $20.00
8-panel card screen with separate encounter charts & rules material.

Soldier's Companion $30.00
192 pages containing extensive miniatures wargame rules, character backgrounds, notes on sieges, new hardware (war machines, aerial fliers & naval vessels), and very comprehensive army lists for the 19th century nations.

Steppelords of Mars $18.00
The British colony on Mars is threatened with rebellion in the steppes, it is vital that this barren region remain subservient to the Empire.

Tales from the Ether $15.00
Five separate adventures that feature a visit to the German colonies on Venus,a look within Luna's deep caverns, a tour of Her Majesty's Orbital Heliograph Station, and a trip inside the lethal sewers of a Martian city-state.

SPACEMASTER

SCI-FI A detailed system for flexible environments - from a near-future post-holocaust Earth, to a culture of high-tech exploration, or where civilisation has fallen into superstitious ruin. **Iron Crown**

SPACEMASTER 2nd Ed. $50.00
Box set containing a GM Book (80 pgs.), Player Book (128 pgs.) and a Tech Book (96 pgs.). Features 17 professions, over 120 skills, a rich selection of character backgrounds, plus some amazing Critical Strike tables.

Aliens & Artifacts • $30.00
128 page sourcebook revealing new alien races - details include technology, cultures, psychologies, histories & local bestiaries. Due Sept?

(The) Cygnus Conspiracy $10.00
On a world shrouded in smog and caressed by acidic drizzle, virtual slaves kneel before the alter of industrial madness; limbs toiling for hidden masters, but minds longing for a bloody release from these cruel bonds - rebellion!

Dark Space • $30.00
A detailed sci-fi/fantasy/horror campaign. Includes Softech equipment - the science of biological engineering. See Rolemaster for more details.

Disaster on Adanis III $10.00
An asteroid collides with an ocean world's moon, all that remains of the titanic impact is a halo of dust, but global havoc ripples across the planet below.

Durandrium Find $9.00
A financially decayed Provincil House desperately seeks the rights to a newly discovered hyperdrive fuel, but faces violent competition & indifferent aliens.

Legacy of the Ancients $10.00
Discover a derelict colony ship. Uncover its 30 millennia-long genetic Seeding experiment, halted by an accident only months before it was due to finish.

Lost Telepaths $22.00
For several hundred years the starship Astra drifted in artificial slumber thru space, guided by a stange artifact to an ancient tomb orbiting a rogue star.

Space Master Combat Screen $10.00
A 34"x11" card screen packed with info, and 16 pages of reference sheets.

Space Master Companion I $22.00
A 96 page sourcebook packed with variant rules, new skills & professions, plus campaign information for the Universe and strategic-level games.

Star Strike $55.00
See the Science Fiction Games section for further details.

Vessel Compendium #1 - Adventurer Class $18.00
Stats for 10 Survey/Exploration vessels, 6 Freighters/Transports, 5 Shuttles, 2 Yachts, 2 Privateers, 2 Scouts, 1 Slaver, 1 Blockade Runner & 1 Courier - plus 2 complete RPG adventures and 65 colour counters for Star Strike.

Vessel Compendium #2 - Pursuit Class $18.00
Stats for 8 MMACs, 7 Cutters, 6 Gunboats, 4 TMACs, 2 Destroyers, 3 Cruisers, 1 Blockade Runner & 1 Free Trader - plus 3 optional payload Pods, 3 RPG adventures with 11 mini-scenarios and 65 colour Star Strike counters.

Vessel Compendium #3 - Imperial Ships $20.00
Stats for 1 Fleet Carrier, 3 Cruisers, 2 Destroyers, 2 Frigates, 2 MMAC Gunboats, 2 TMAC Fighters, 2 SMAC Fighters, 3 Survey Vessels, 3 Transports, 2 Liners, 1 Freighter, Scout & Orbital Station + RPG adventures & 65 counters.

Tales from Deep Space $10.00
An alien invasion of an orbital laboratory, the discovery of a legendary Ghost Ship, plus 3 other adventures from the hostile reaches of the Frontier

War on a Distant Moon - The Tayan Revolution $10.00
Aborigines of a small resource-rich world have resorted to terrorist attacks and guerilla warfare in order to rid their planet of the profiteering Imperials.

STAR WARS

SCI-FI The game mechanics are comprehensive, yet certainly not intimidating; background detail is extensive and sincere to the films, and play is quick and exciting! Good for beginners. **West End**

STAR WARS $45.00
Contains everything needed to play - character creation, campaign guidelines, gaming atmosphere, several adventures, & more. 144 page hardback.

Battle for the Golden Sun $22.00
Sedri is an ocean world, and hidden within its lightless depths is a secret that may doom the Rebellion. Imperial troops have already begun a frantic search.

Black Ice $22.00
Rebel spies attempt to steal a massive cargo ship - a vessel 5 times the size of a Star Destroyer! With deck plans and a STAR WARRIORS mini-scenario.

Crisis on Cloud City $25.00
A floating metropolis becomes a deadly maze as hunter-killer Droids and Imperial agents entangle the city in webs of deceit, mystery and murder.

Death in the Undercity $22.00
The Quarren Mining facilities are vital to the Rebellion, but this sprawling industrial program has fallen victim to sabotage by Imperial agents.

Deathstar Companion • (due Oct.) $35.00

Domain of Evil $22.00
A group of Rebels are stranded on a desolate swamp world, pursued by bounty hunters, they must face an insane Jedi Knight from the Dark Nexus.

Galaxy Guide 1 $27.00
A collection of backgrounds, statistics & information on the heroes & villians from the original Star Wars movie. Very well illustrated it is too! 80 pages

Galaxy Guide 2 - Yavin & Bespin $27.00
Sourcebook with two planet profiles - details their moons, inhabitants, special information, nasty beasties, miscellaneous gaming data & adventure ideas

Galaxy Guide 3 - The Empire Strikes Back $27.00
Details the aliens, Imperials & Rebels that figured prominently in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages.

Galaxy Guide 4 - Aliens $27.00
42 critters, each with information concerning habitat, culture, social tendencies, diet, etc. With great illustrations - ideal for encounters & strange PCs.

Galaxy Guide 5 - Return of the Jedi $30.00
This volume features descriptions, stories, and game statistics for the characters from the final film in the Star Wars trilogy. Go Jabba!

Galaxy Guide 6 - Tramp Freighters $27.00
Data on the roguish free traders (such as Han Solo). Details on designing & upgrading light freighters, plus trading, smuggling, Imperial evasion, etc.

Galaxy Guide 7 - Craken's Rebel Field Guide • $27.00
Explains much of the technology available to Rebel agents & soldiers - weapons, tools, computers, plus improvised equipment.

Galaxy Guide 8 - Planet Book (due Dec.) $27.00

Game Chambers of Questal $25.00
Rebel adventurers try and discover the fate of Tiree, an illustrious Alliance hero, even though the Alliance High Command itself has given up the search.

Gamemaster's Kit (Campaign Pack 2nd Ed.) • $27.00
Includes a GM Screen and an adventure. More details later folks. Due Sept.

Graveyard of Alderaan $22.00
A shattered field of rock is all that remains of Alderaan. Rumors persist that the ruins conceal Jedi artifacts & ghost ships, but the truth is more terrifying.

Imperial Sourcebook $40.00
144 page hardback with chapters dedicated to Imp. intelligence, the military, capital ships, custom ordnance, land vehicles, Sector Group organisation, artillery, infantry support weapons, special forces plus recruitment & training.

Isis Coordinates $22.00
Agents of the Empire discover the coordinates to an Alliance factory world. The rebels must eliminate the Cobat-Survey Team before it confirms the site.

Jedi's Honor $27.00
Solitaire adventure involving Luke Skywalker. Search for a new Rebel base site, and rescue the son of a powerful Jedi Knight. 80 pages.

Otherspace $22.00
Beyond realspace, past the time-bending corridors of hyperspace, another galaxy can be discovered - a strange dimension concealing a great horror.

Otherspace II: Invasion $25.00
Transmittions from the planet Stronghold have ceased, no vessels return from its ports - something terrible has occurred, and the whole galaxy is threatened

Rebel Alliance Sourcebook $45.00
A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance. Another 144 page hardback.

Riders of the Maelstrom $25.00
Smuggled aboard a luxury liner, Rebel heroes find themselves sharing the vessel with two Imperial Moffs and pirates intent on looting the passengers.

Scavenger Hunt $22.00
Buried within the melted wreckage of a Rebel base are data banks that can reveal Rebel contacts - this fact remains unknown to the Imperium... so far.

Scoundrel's Luck $27.00
Solo adventure - Han Solo saves Princess Leia from a clutch of bad-asses!

Strike Force Shantipole $22.00
Battle Imperial starfighters in the frozen void of space, chase deadly probots thru asteroid storms, and slug it out with a heavily-armed escort frigate!

Star Wars Rules Companion $30.00
80 pages of revised, expanded, and advanced rules - from new attributes & skills, to instructions for creating Droids as Player Characters.

The Star Wars Sourcebook $45.00
144 page hardback book detailing everything from starfighters, spacecraft, tech systems, droids, aliens, lightsabers, and much more.

STORMBRINGER

SCIENCE & SORCERY The brutal world of the Young Kingdoms. A realm where ancient, decadent empires slowly crumble as bold new nations gain in power. Based on M. Moorcock's books. **Chaosium**

STORMBRINGER 4th Ed. $45.00
Although the mechanics can get quite bloody at times, this is one of the excellent dark-fantasy genre RPGs that is gaining a well-deserved reputation. Features a Demon-based magic system and extensive background material.

HAWKMOON $55.00
Set in the familiar continent of Europe, but during the Tragic Millenium - an age where magical artifacts & technology coexist, while fell beasts & mutants prowl the wilderness. This is a heroic world of great warriors & arcane powers

Black Sword $12.00
A woman pledges to avenge her dad's death by slaying Elric, the albino Prince who possess infamous Stormbringer. Who's stupid enough to follow her?

Perils of the Young Kingdoms • (due Nov.) $40.00
The power of Melnibone wanes, as that of Pan Tang grows. The armies of many nations are restless, & political turmoil erupts with devastating results. An anthology of six adventures, each dealing with a separate nation.

Rogue Mistress $40.00
Tricked by a cruel sorceress, the adventurers are thrown into a dangerous quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance.

Sorcerers of Pan Tang • $40.00
An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, and puissant magicks. Includes notes on history, society & character-generation, with regional maps, five terrifying adventures, plus a new Daemon magick system.

Stealer of Souls $12.00
A merchant is murdered by his rivals, but the benefits they gain from this evil act are compromised when each of them becomes targeted for revenge.

TALISLANTA

FANTASY A moderate complexity system that is combined with a fascinating world setting. Although the mechanics are stereotyped, the campaign is rich in character & potential. **Bard Games**

TALISLANTA HANDBOOK & CAMPAIGN GUIDE $30.00
The basic rulebook for gamemasters & players. Features over a 100 different character types - from concubines & mercantilists, to executioners & wizard-hunters. Mechanics include skills, spells, equipment, conveyances, campaign play, encounters, languages, currencies, mass combat, and more. 152 pages.

Talislanta Worldbook $45.00
Contains an overview of Archaeus, and a more detailed guide to the continent of Talislanta. Regional chapters cover 10 geographic zones, with many maps, plus data on cities, cults, races, customs, legends, major sites etc. 184 pgs.

Chronicles of Talislanta $27.00
A traveller's guide to the Talislanta, with regional accounts of a myriad wonders & oddities that will add flavor & depth to your campaign! 116 pages.

A Naturalist's Guide to Talislanta $27.00
This well-illustrated bestiary offers statistics & essays on 97 strange beasties, plus information on the flora and deities common to this continent. 118 pages.

Sorcerer's Guide • (details later folks.) $22.00

Cyclopedia Talislanta Vol. II The Seven Kingdoms $22.00
Each of the these accessories provide details on local geography & society, with sections pertaining to major cities & unique magicks. They also contain a wealth of new monsters, extra character races (with roleplaying guides), unusual equipment & weapons, plus optional rules & adventures! 72 pages.

Cyclopedia Talislanta Vol. III Wilderlands of Zaran $22.00
Includes a derth of campaign source material, plus data on Ferran stench, Nagra spirit-tracking, Ogront dancing, Za combat techniques & more. 72 pgs.

Cyclopedia Talislanta Vol. IV Western Lands $22.00
Heaps of valuable data, including Aamanian astrology, the Drukh songs of madness, Werewood runecircles, mining, ritual cleansing, etc. 72 pages.

Cyclopedia Talislanta Vol. V Eastern Lands $22.00
Includes witchmen necromancy, Mandalan runecasting, Manra shape changing, the Sunra spawning urge (what?), & the Kang combat trance. 72 pages.

Cyclopedia Talislanta Vol. VI Desert Kingdoms $22.00
Features an explanation of Thaumaturgy, more Technomantic specialties, rules for Beasthandler natural hybridization & tracking , dunesailing, rapid-fire seige weapons, dragon-steeds, fetish masks, tomb traps, ect. 68 pages.

TEENAGE MUTANT NINJA TURTLES

SCI-FI OK kids - you've seen the TMNT TV series, read the TMNT comics, bought the stuffed TMNT toys, drank the TMNT cordial, seen both TMNT films - now get the zany PRG! **Palladium**

TEENAGE MUTANT NINJA TURTLES $25.00
112 pages with information on mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, and five adventures!

Accessory Pack $30.00
An assortment of bits 'n' pieces that includes two 'tri-fold' game shields, a 24 page adventure and a quick mutant-animal villian generator.

After the Bomb $16.00
Post-holocaust sourcebook that gives details on new characters, the Empire of Humanity, other less civilised areas, encounters & six adventures. 48 pgs.

Mutants Down Under $18.00
Aussie guidebook, covering everything from Tassieland to Banana-land to Westralia. Includes new skills & psionics, extra animal types & mutations, riding insects, airship rules, the Dreamtime Lands & 4 adventures. 48 pages.

Mutants in Avalon $22.00
Features 18 new mutant animals, plus rules for Druids & magic. Besides the adventures, there is also a guide to post-H Britain & the current kingdoms.

Mutants of the Yucatan $16.00
South American sourcebook featuring new mutant characters, jungle skills, mutant tribes, Gene-Molded Cats, the regional Empire of Humanity, etc.

Ninjas & Superspies 2nd Ed. $35.00
Complete RPG that is also a TMNT accessory. 176 pages with skill programs, insanity, 17 character classes, cybernetics, 41 martial arts styles, martial arts powers, modern weapons combat, vehicle combat, equipment, and more .

Road Hogs $18.00
Four post-holocaust Mutant Mad Max adventures. Includes new critters, detailed vehicle rules, post-H economics, new equipment & background data.

TMNT Adventures $16.00
With five adventures, optional rules for characters and superpowered animals, and seven death traps & challenges for seven ninja PCs! 48 pages.

Transdimentional T.M.N.T. $25.00
Time travelling rules for TMNT. Includes new characters, extra skills, magic, mutant dinosaurs, ancient weapons, Historical Twists, Temporal Mishaps, Dimensional Strangeness, time machines, Time Lords, and 3 adventures.

Truckin' Turtles $16.00
7 adventures, two feature a supervillain & the Fast-Food Burger Being!

Turtles Go Hollywood $16.00
A compendium of 9 adventures that combine to form a Hollywood campaign.

Turtle's Guide to the Universe $16.00
New rules for the construction & flying of air vehicles, with combat mechanics, skills, aliens, a star map, a comic strip, and 4 adentures. 48 pages.

TORG

SCIENCE & SORCERY Earth is invaded by hostile entities, each brings with them a legion of minions and their host realities. A hellish jigsaw of warped realms thus disfigure the world. **West End**

TORG $60.00
Box set containing a 144 page rulebook, a 48 page Adventure Book, an 80 page Worldbook, and 150 action-drama cards to spice up the roleplay.

Aysle Sourcebook $40.00
Europe is warped by forces of magic, and mythical creatures of good & evil, as elements of high fantasy take root in England & Scandinavia.

Aysle Creatures Book • $27.00
An illustrated compendium of magical beasts & demonic monsters. Due Nov.

(The) **Cassandra Files** $27.00
Describes the Delphi Council, an organisation that rules America thru subversion & deception. Within their files lie mysteries that could effect the world.

Crucible of Pain • (due Sept.) $27.00
Storm Knights battle their way thru six realms, trying to save a core-Earth girl from a sadistic scientist's experiments. Half RPG adventure, half novel prose.

Cyberpapcy Sourcebook $40.00
Details the realm in France that is ruled by a false Pope who has mastered the technology of cybernetics. Features information on the cruel Inquisition, the Cyberpriests, the mysterious GodNet, and the sinister Church Police.

CY-lent Scream • (due Dec.) $25.00

(The) **Destiny Map** $25.00
First module in the Relics of Power trilogy. An artifact of great power must be retrieved from an archeological dig in the Living Land & taken to Core Earth.

(The) **Forever City** $25.00
An artifact must be stolen from its guardians within the Empire of the Nile and taken to a city ruin high in the Tibetan mounts. This exciting adventure pits the players against cyber-knights, gods & a hideous agent from the fifth realm

Full Moon Draw and Other Adventures $27.00
A great supplement featuring six 10 page adventures set in different realms.

(The) **Godnet** $30.00
Enter the Holy Inquisition's major weapon, the cyberspace Matrix called Godnet - the Cyberpapacy's telecommunications network. An extra dimensional realm of neon data where cyberdeck programs make anything possible.

High Lord of Earth $27.00
Earth's Darkness Device has been discovered. Now Storm Knights must face ritual murderers, savage outlists, dark gods, labyrinthine jungles, and their own desires in a race to stop a new Lord from joining the Possibility Raiders.

Kanawa Personal Weapons • $30.00
The Kanawa Corporation's hachiman Arms Division makes sure the characters outgun their enemies, no matter what realm the're in! 33 page catalogue.

Land Below • $35.00
Trapped deep within the Earth's core there exists a pocket realm, a vast labyrinth that houses twisted creatures and the powerful Eternity Shard.

(The) **Living Land** $35.00
Describes the realm-Cosm of the primitive reality High Lord - North America has partly become a tangled jungle world, filled with giant dinosaurs. 128 pgs.

Nile Empire Sourcebook $35.00
The Pharaoh Dr. Mobius is the High Lord of pulp reality. The Middle East and Africa conceal all manner of sinister plots, dark secrets, and ruthless villains.

Nippon Tech Sourcebook • $40.00
The mysterious realm of Nippon was built on secrecy & stealth, protected by vast wealth, futuristic technology plus an army of samurai & ninja. 128 pages.

Operation: Hard Sell • $27.00
The realms of Nippon Tech & Baruk Kaah's primative Living Land struggle for ultimate control of America's West Coast, with tragic results for the populace.

Orrorsh Sourcebook • $40.00
Details the cosm of the Gaunt Man: an occult realm where horrors beyond imagining slither through the haunted night, and fear is power!

Pixaud's Practical Grimore • $30.00
A 96 page supplement that features 150 new spell descriptions, revised versions of popular magicks, a spell index, plus practical tips for players & GMs.

(The) **Possibility Chalice** $25.00
From a temple on Core Earth saturated with traps, to a bleak fortress guarded by dark monstrosities in Aysle, our heroes must evade a High Lord's agents.

Space Gods • $40.00
Taking a calculated guess on this sourcebook's topic isn't difficult. Due Oct.

Weapons Supplement #2 • (due Nov.) $27.00

Queenswrath $25.00
The Queen of Aysle seeks the assistance from the world's most heroic Storm Knights for a difficult quest against the Cyberpapcy & the evil Lord Uthorion.

The Possibility Wars (Novel Series)

Book 1	Storm Knights	$11.00
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2300 AD

SCI-FI Set 300 years after World War III, humanity has risen from out of the ashes of global conflict and finally prepares to tame the very universe. But conflict & uncertainty still cloud the future.**GDW**

2300AD 2nd Ed. $40.00
Contains a Director's (110 pgs) & Adventurer's Guide (94 pgs) plus a module.

Bayern $18.00
The Pleiades, a fabled cache of stars, is the goal of a monumental voyage of discovery. This bold campaign is the key to unlocking great interstellar secrets

Beanstalk $20.00
Europe is awash with violent political upheaval, these tensions are reflected on an asteroid colony where the possibility of sabotage & bloodshed grows.

Colonial Atlas $25.00
Describes 29 colony worlds (includes environment, unique biology, etc).

Deathwatch Program $20.00
Key to global ruin: elusive & sinister adversaries are intent on eliminating the only thing standing between them and world supremacy - the players!

Earth Cybertech Sourcebook $20.00
Details the social & political changes that have been wrought by technology & space exploration. Includes a continental guide and the cyberpunk theme.

Energy Curve $20.00
An odyssey on an uncharted, frozen world where an alien race is on the verge of civilisation & an exotic energy curve manipulates the evolution of life.

Equipment Guide $18.00
Details 148 separate items, from medical & Pentapod gear to combat walkers

Ground Vehicle Guide $20.00
A compendium of 34 civilian & military vehicles, with variants & Kafer systems

Invasion $18.00
The survival of the human race is in jeopardy as the Kafers begin a massive assault on the French Arm. Each colony world in the conflict is fully detailed.

Kafer Dawn $10.00
Victory against the fierce Kafer was hard won, now mop-up operations begin in earnest. But on Aurore renegade Kafers aren't the only threat.

Kafer Sourcebook $20.00
Details Humanity's nemesis - the Kafers. Includes physiology, psychology, sociology, government, technology, equipment & the Kafer Sphere. 104 pgs.

Mission Arcturus $20.00
A French research outpost orbiting the Arcturus star was the first victim of the Kafer war, now a resue/reconnaissance mission is sent to explore the station

Nyotekundu Sourcebook $22.00
Details the mining/factory planet Inferno, and a huge orbital mining station quietly plying the ice rings of a gas giant - until it unearths an alien artifact!

Operation Overlord $18.00
A Marine brigade lays siege to a Kafer base, and while the protagonists slug it out with heavy ordnance an infiltration squad enters the enemy compound.

Ranger $18.00
Ebers are an enigmatic race that destroyed their vast technology in an ancient interstellar war. Now feuding factions vie for their awesome knowledge.

Rotten to the Core $18.00
Libreville (a vibrant, decadent city of sleaze & glamour sprawled at the base of the African beanstalk) faces threats of sabotage from an unknown source.

TWILIGHT 2000

SCI-FI War in the Mid East ignites a nightmare conflagration in Europe. Massive armies collide across the globe, each is bludgeoned to a standstill, amid this madness the final option is employed**GDW**

TWILIGHT 2000 2nd Ed. Boxed $60.00
Europe's darkest nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted, worthless political ideals.

TWILIGHT 2000 2nd Ed. Softcover $45.00
Characters can be any nationality & have non-military backgrounds. The whole global environment has become more chaotic, and hostile. 280 pages.

Airlords of the Ozarks $16.00
The forests of the Ozark Mountains are home to New America - a vicious fascist organisation intent on building a militant post-holocaust empire, and whose arsenal includes salvaged cruise missiles and an airfoil cargo dirigible.

American Combat Vehicle Handbook $25.00
A104 page sourcebook detailing over 60 modern weapon systems (from MBTs to hovercraft), and the US Army Order of Battle before and after WW3.

Bangkok • $27.00
104 page campaign sourcebook for Thailand after WW3. Describes geography, climate, culture, politics, armies, criminal organisations & adventures.

Bear's Den $16.00
An expatriate Soviet General battles for control of Lvov as an approaching NATO Division, partisans, and a bitter winter prepare to lay seige on this city, but all are unaware that a nuclear missile forms part of the Russian defense.

Boomer $16.00
500 kms north of Norway, trapped in a tomb of solid ice, is a Soviet Typhoon-class nuclear missile submarine - its immobile hull still contains three multi-warhead missiles - and the Russians are trying desperately to recover them!

(The) **Free City of Krakow** $16.00
Within this city the war has been banished - individuals are free to tour its ancient walks. But marauder bands & street gangs still make life hazardous.

Gateway to the Spanish Main $16.00
R&R for the jaded troops - sail a three-masted rig to the sunny Carribbean Islands - meet vicious pirates, callous kidnappers, and various other thugs!

Heavy Weapons Guide $16.00
113 items: all illustrated & described - includes mortars, grenade launchers, recoil-less artillery, AT/AA missile launchers, mines, grenades and explosives.

Infantry Weapons of the World $27.00
Covers 220 weapon-systems (WW1 to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages.

Kidnapped $16.00
New America's despotic leader must be captured from within his own fortress and brought back through the drought-striken & famine afflicted countryside.

(The) **Last Submarine** $16.00
Fast attack submarines can create quite a nuisance if they fall into the hands of a feudal-style Warlord - especially he wants to control the entire seaboard!

Mediterranean Cruise $16.00
Using a recaptured SSN submarine, a very imporant mission is dispatched across the Mediterranean to Romania, where a surprise awaits the crew.

Merc: 2000 $30.00
Variant-history accessory where mercenaries are hired by the world's multi-powers to eliminate terrorists & sabotage industries. Complete RPG. 120 pgs

NATO Vehicle Guide 2nd Ed. • $27.00
Exstensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes colour plates.

Nautical & Aviation Handbook • $40.00
Comprehensive record sheets for a variety of small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) and helicopters (gunships, transports & tank-busters). 154 pages.

Not of this World • (due Oct.) $27.00
Provides exotic & bizarre scenarios for Twilight 2000 & Merc 2000. These include a battle with a hostile alien, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with dinosaurs, and a job for a stranger who wants to change the future! Sound fun - 104 pages.

Return to Warsaw $16.00
The bickering communities of this shattered city once again face the tortured spectre of occupation as the Black Baron returns with an army of hired killers.

Satellite Down $16.00
With 3 years of recorded pre & post-nuclear global weather patterns, a fallen Russian satellite becomes priceless! There's a hell of alot of people out there who would just kill for it, including a bloke who claims he's the messiah!

Soviet Combat Vehicle handbook $25.00
A comprehensive 104 page, guide to Russia's vast military arsenal, and the complete pre- and post-war Orders of Battle for the USSR and her allies.

Survivors' Guide to the United Kingdom $16.00
Includes the nuclear hit-list for the UK, a global British Army order of battle, an English equipment listing, and extensive details on the country's marauder bands and free cities. Plus information for English characters.

Twilight Encounters $50.00
Box set of accessories - including twilight cards (10 mini-adventures), encounter grids, over 200 counters, and a 48 page combat rulebook.

White Eagle $16.00
Poland is being torn asunder by 3 factions - a military dictator, mercantile profiteers, and the people's army. The fate of this nation hangs in the balance.

WARHAMMER

FANTASY A gothic world based on mediaeval Europe, but with a dark fantasy background. Chaos stalks society - corrupting & slaughtering whoever has the misfortune to face it. **Games Workshop**

Warhammer Fantasy Roleplay $40.00
368 page softcover book with 4 PC races, 63 careers, 133 skills, 7 types of magic, 156 spells, 21 deities, 106 creatures, history & description of the campaign world, coinage & costs, travel, Fate Points, traps, disease, poison, insanity, alignment, critical hits, night vision, hand-to-hand combat, etc.

Empire in Flames $50.00

Grimoire • TBA
New rules, PC classes, spells, etc. God knows when we're going to get it!

Death's Dark Shadow • TBA

Power Behind the Throne $40.00

Something Rotton in Kislue $45.00

The Restless Dead $45.00

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Warhammer City softcover • TBA

Please note that stocks to this series are often unavailable.

DICE SETS - see page two for details.

RAL PARTHA

RAL PARTHA is an American company with a long history of quality. Having already established itself as the premier BattleTech manufacturer, Ral Partha is now producing a superb collection of AD&D characters and monsters in traditional 25mm scale - the best figures we have seen yet. When ordering, please include stock title and numerical code. Although we received monthly shipments of Ral Partha, it is recommended that second choices are included.

BATTLETECH

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each with one or () 1/300th scale metal miniatures

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RAL20894	FIRE FLY	$7.95
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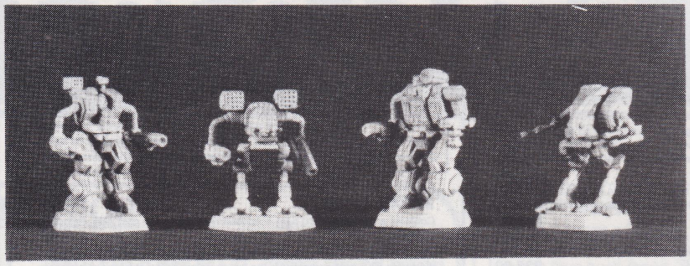
RAL20896	HIGHLANDER	$11.95
RAL20897	ANNIHILATOR	$11.95
RAL20898	IMP	$12.95
RAL20899	KING CRAB	$12.95



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20-821

AEROTECH FIGHTERS

Blister Packs: one aircraft per pack + stand

RAL20701	SPARROWHAWK	$7.95
RAL20702	CORSAIR	$8.50
RAL20703	STUKA	$10.95
RAL20704	CHEETAH F-10 (due Oct)	$6.95
RAL20705	STINGRAY F-90 (due Oct)	$8.95
RAL20706	CHIPPEWA CHP-W5 (due Oct)	$9.95
RAL20707	RIEVER F-100 (due Oct)	$9.95
RAL20708	SEYDLITZ SYD-21 (due Oct)	$6.95
RAL20709	LUCIFER LCF-R15 (due Oct)	$8.95
RAL20710	SAMURAI AEROSPACE FIGHTER	$8.50
RAL20711	SHOLAGAR	$7.50
RAL20712	SHILONE	$9.95
RAL20713	SLAYER	$10.95
RAL20720	THRUSH	$6.95
RAL20721	TRANSIT	$7.95
RAL20722	TRANSGRESSOR	$9.95
RAL20799	FLIGHT BASES (6)	$8.95

BATTLETECH BOXED LANCES

Each box contains 4 mechs from general range + base

RAL10801	RECON LANCE Phoenix Hk, Stinger, 2 Locusts	$26.95
RAL10802	LIGHT LANCE Wasp, Griffin, Phoenix Hk, Stinger	$26.95
RAL10803	MEDIUM LANCE Wolverine, Crusader, Sh Hawk, Stinger	$26.95
RAL10804	FIRE LANCE Phoenix Hk, Rifleman, 2 Archers	$29.95
RAL10805	HEAVY LANCE Rifleman, Thunderbolt, Crusader, Griffin	$29.95
RAL10806	ASSAULT LANCE Battlemaster, Marauder, 2 Warhammers	$39.95
RAL10807	COMMAND LANCE Zeus, Oscout, Cyclops, Atlas	$39.95
RAL10808	PURSUIT LANCE Jenner, Vulcan, 2 Commandos	$29.95
RAL10842	CLAN HEAVY OMNI MECHS out now! Loki, Vulture, Madcat, Thor	$44.95
RAL10843	ASSAULT OMNI MECHS (due Nov)	$44.95

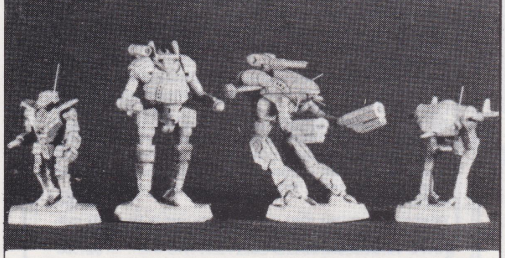
MECHWARRIOR PERSONNEL

Blister Packs: 1 - 3 25mm figures

RAL20900	STEINER MECHWARRIORS	$8.50
RAL20901	STEINER GROUND TROOPS	$8.50
RAL20902	STEINER AEROSPACE PILOT	$2.95
RAL20903	STEINER SECURITY GUARD	$2.95
RAL20920	KURITA MECHWARRIORS	$8.50
RAL20921	KURITA GROUND TROOPS	$8.50
RAL20922	KURITA SPECIAL FORCES	$2.95
RAL20923	KURITA MECHTECH	$2.95
RAL20940	LIAO MECHWARRIORS	$9.00
RAL20941	LIAO TROOPERS	$9.00
RAL20942	LIAO DEATH COMMANDO	$2.95
RAL20943	LIAO AEROSPACE PILOT	$2.95
RAL20950	CLAN ELEMENTAL 25mm	$6.50
RAL20960	MECHWARRIORS - MARIK	$8.50
RAL20961	GROUND TROOPERS - MARIK	$8.50
RAL20962	SECURITY GUARD - MARIK	$2.95
RAL20963	DROPSHIP CREWMAN - MARIK	$2.95
RAL20980	DAVION MECHWARRIORS	$7.95
RAL20981	GROUND TROOPERS DAVION	$7.95
RAL20982	AEROSPACE FIGHTER PILOT DAVIO	$2.95
RAL20983	JUMPSHIP CREWMAN - DAVION	$2.95
RAL10850	KURITA BATTLETROOPS Machine gun platoon of 28 figs	$55.00
RAL10851	STEINER BATTLETROOPS Laser platoon of 28 figs	$55.00

MISCELLANEOUS

RAL740	AUTUMN COLOURS 6 acrylics	$16.95
RAL741	SUMMER COLOURS 6 acrylics	$16.95
FAS1632	Camo Specs BattleTech paint schemes	$10.00



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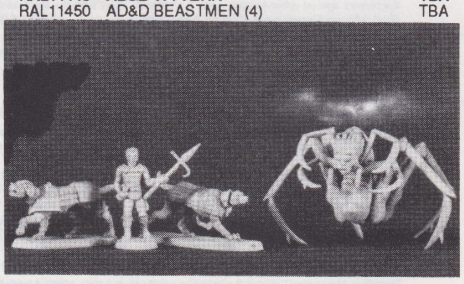
When ordering miniatures - please give second choices!

DUNGEONS & DRAGONS

MONSTERS

Blister Packs: some require assembly

RAL11401	AD&D BEHOLDER	$7.95
RAL11402	AD&D COUATL	$7.50
RAL11403	AD&D STONE GIANT	$11.95
RAL11404	AD&D UMBER HULK	$10.95
RAL11405	AD&D OGRE MAGE	$9.95
RAL11406	MIND FLAYER	$3.50
RAL11407	FIRE GIANT	$11.95
RAL11408	TROLL	$8.50
RAL11409	ORCS	$11.95
RAL11410	AD&D ETTIN	$11.95
RAL11411	AD&D OWL BEAR	$8.00
RAL11412	AD&D BUGBEARS	$11.95
RAL11413	AD&D DISPLACER BEAST	$11.95
RAL11414	AD&D CHIMERA	$15.50
RAL11415	AD&D GENIE	$16.95
RAL11416	AD&D LESSER GOLEMS	$7.95
RAL11417	AD&D GREATER GOLEMS	$13.95
RAL11418	AD&D DROW ELVES	$11.95
RAL11419	FIRBOLG	$11.95
RAL11420	GNOLLS	$11.95
RAL11421	KOBOLDS	$11.95
RAL11422	CATOBLEPAS	$11.95
RAL11423	PEGASUS	$9.95
RAL11424	UNICORN	$8.95
RAL11425	MINOTAURS OF IMPERIAL LEAGUE	$12.95
RAL11426	ELEMENTALS: FIRE & EARTH	$12.95
RAL11427	ELEMENTALS: AIR & WATER	$12.95
RAL11428	YOUNG DRAGON OF KRYNN	$11.95
RAL11429	ARMORED WAR DOGS	$12.95
RAL11430	PHASE SPIDER	$14.95
RAL11431	STORM GIANT	$17.95
RAL11432	GOBLINS (5)	$14.95
RAL11433	GARGOYLES (2)	$12.95
RAL11434	GHOULS AND GHAST (3)	$9.95
RAL11435	RUST MONSTER	$9.95
RAL11436	FROST GIANT	$13.95
RAL11437	HARPIES (3)	TBA
RAL11438	WIGHT	TBA
RAL11439	BASILISK	TBA
RAL11440	CLOUD GIANT	TBA
RAL11441	AD&D HIPPOGRIFF	TBA
RAL11442	AD&D GIANT TOAD	TBA
RAL11443	SAHUAGIN (4)	TBA
RAL11444	TROGLODYTES (3)	TBA
RAL11445	AD&D GRIFFON	TBA
RAL11446	AD&D HOBGOBLINS (3)	TBA
RAL11447	AD&D FIRE MINION	TBA
RAL11448	AD&D GNOMES (5)	TBA
RAL11449	AD&D WYVERN	TBA
RAL11450	AD&D BEASTMEN (4)	TBA



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CHARACTERS

Blister Packs: with 1 male & 1 female adventurer

RAL11001	FIGHTER AD&D	$7.50
RAL11002	CLERICS AD&D	$7.50
RAL11003	MAGIC USERS AD&D	$7.50
RAL11004	RANGERS AD&D	$7.50
RAL11005	THIEVES AD&D	$7.50
RAL11006	DWARF FIGHTERS AD&D	$7.50
RAL11007	ELVEN MAGIC USERS AD&D	$7.50
RAL11008	GNOME THIEVES AD&D	$7.50
RAL11009	ADVENTURING MAGES	$7.50
RAL11010	PALADINS	$7.50
RAL11011	HALF ELF RANGERS	$7.50
RAL11012	HALFLING FIGHTER THIEVES	$7.50

AD&D BOXED SETS

RAL10500	RED DRAGON OF KYRNN WITH RIDE	$34.95
RAL10501	DRACONIANS (10)	$29.95
RAL10502	DRAGONLANCE HEROES (10)	$24.95
RAL10503	HUMA'S SILVER DRAGON	$34.95
RAL10504	VILLAINS OF KYRNN BOXED (9) due A	$29.95
RAL10509	DUNGEON PLAYER CHARACTERS (1	$29.95
RAL10510	D&D BASIC HEROES SET	$26.95
RAL10511	D&D RAVENLOFT FIGURES	TBA
RAL10550	HEROES FOR FORGOTTEN REALMS	$26.95

BATTLESYSTEM REGIMENTS

RAL10560	HORDE BATTLESYSTEM BOXED SET 1 leader, 6 armored cav, 12 light cav	$64.95
RAL10561	BILLDUMS MARAUDERS 1 large hill giant, 12 ogres	$54.95
RAL10562	GREY BLOSSOM REGIMENT 1 mntd hero, 1 sohei, 24 armored/unarmored bushi	TBA
RAL10563	SKULL SMASHERS RIEVERS 1 gnoll hero, 1 shaman, 15 gnoll warriors	TBA
RAL10564	DWARVEN IRON LORDS ORC-FOES 1 dwarf hero, cleric, 6 halberds, 6 crossbowmen, 12 elites	TBA
RAL10565	LORD HARCOURTS KNIGHTS 1 lord, 1 cleric, 6 mntd knights, 12 longbowmen	TBA

10-561

ALL AMERICAN SERIES

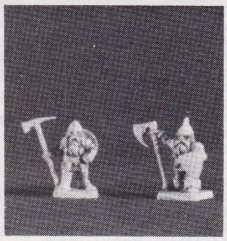
Blister Packs: each with a single 25mm figure

RAL12001	FIGHTERS 12 varieties	$3.50
RAL12010	ORCS 12 varieties	$3.50
RAL12020	WIZARD 12 varieties	$3.50
RAL12030	UNDEAD 12 varieties	$3.50
RAL12040	DWARVES 12 varieties	TBA
RAL12050	ELVES 12 varieties	TBA

PERSONALITIES SERIES

Blister Packs: 25mm fantasy metal miniatures - each with one figure unless stated otherwise

RAL01001	EVIL WIZARD W/FINGER	$3.50
RAL01003	BALROG	$9.95
RAL01004	CLERIC W/COBRA STAFF	$3.50
RAL01007	WINGED SERPENT	$6.95
RAL01010	HILL TROLL	$6.95
RAL01013	ASSASSIN	$3.50
RAL01017	PEGASUS	$10.95
RAL01018	ADVENTURESS W/DAGGER	$3.50
RAL01019	ANGEL OF DEATH	$8.50
RAL01027	RANGERS, MOUNTED & ON FOOT	$9.95
RAL01030	WRAITH W/SICKLE	$3.50
RAL01035	DRAGON LANCER	$10.95
RAL01037	MONK	$3.50
RAL01038	WINGED PANTHER	$9.95
RAL01040	WEREBEAR	$8.50
RAL01045	EARTH DAEMON (ELEMENTAL)	$10.95
RAL01047	ARMORED CENTAUR	$8.50
RAL01051	GRIFFIN	$8.50
RAL01060	DUNGEON LADY	$3.50
RAL01067	ARMORED GIANT	$9.95
RAL01069	DJINN	$9.95
RAL01071	UNICORN	$8.50
RAL01072	COLD DRAKE	$16.95
RAL01086	WINGED BEAST	$11.95
RAL01089	WITCH KING W/CHARGER	$10.95
RAL01090	STORM GIANT	$10.95
RAL01091	ELF HERO	$10.95
RAL01093	ANTI-PALADIN MTD AND ON FOOT	$10.95
RAL01095	JABBERWOCK	$10.95
RAL01096	HIPPOGRIFF	$9.95
RAL01099	ARMORED GIANT W/ELEPHANT	$13.95
RAL01105	3 HEADED TROLL	$9.95
RAL01106	HALF ELVES (4)	$11.95
RAL01109	CLOUD GIANT	$16.50
RAL01112	PALADIN (MOUNTED/ARMORED)	$10.95
RAL01114	THIEVES (4)	$11.95
RAL01124	WARRIORS OF CHAOS (4)	$11.95
RAL01125	CHAMPION OF CHAOS	$10.95
RAL01126	LORDS OF CHAOS	$11.95
RAL01128	BRIGANDS TREASURE CARAVAN (2 horses, 2 camels, 2 guards)	$16.95
RAL01129	CELESTIAL DRAGON	$18.00
RAL01130	GUARDIAN KNIGHTS (2)	$7.50
RAL01131	LAWFUL BRO OF EAGLEBOAN (2)	$7.50
RAL01132	CHAOTIC ONES (2)	$7.50
RAL01133	GUARDIANS OF DOOM (2)	$7.50
RAL01134	LAWFUL FIGHTING COMP (2)	$7.50
RAL01135	LAWFUL SWORDMASTERS(2)	$7.50
RAL01136	CHAOTIC KNIGHTS OF DOOM (2)	$7.50
RAL01137	CHAOTIC KNIGHTS OF SKULL (2)	$7.50
RAL01138	BLACK DRAGON	$18.00
RAL01139	BLUE DRAGON	$18.00
RAL01140	UNDEAD DRAGON	$18.00
RAL01141	BLACK PRINCES ORC GUARDS (2)	$7.50
RAL01143	MALKOTIAN SPEARMEN (2)	$7.50



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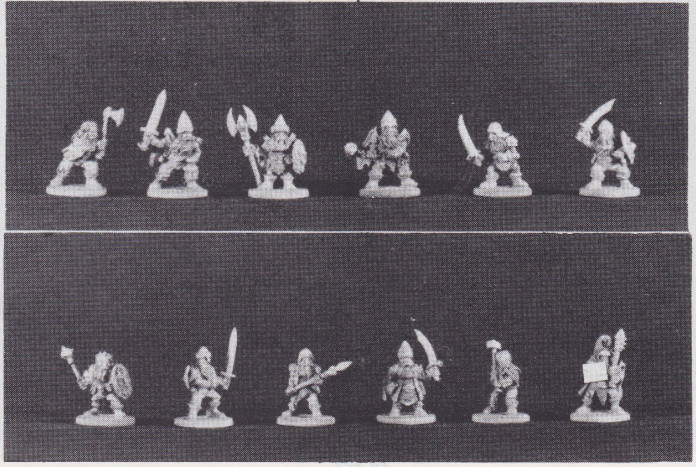
RAL01145	BLACK FALMYRIAN CHAMPION	$3.50
RAL01146	FOREST DRACON	$18.00
RAL01147	BOARAK DEATH RIDER	$8.50
RAL01148	PERFIDON KNIGHT OF CHAOS LORD	$8.50
RAL01149	ESCHEATER THE COLLECTOR	$8.50
RAL01150	SOLECISMIC, SERVANT OF CHAOS	$8.50
RAL01151	SEA DRAGON	$18.00
RAL01152	AMAZON TEMPLE GUARDS (2)	$7.50
RAL01154	AMAZON SLAVE CHARIOT	$16.95
RAL01155	GIANT GRIFFON	$11.95
RAL01156	BLACK PRINCES BLACK NIGHT	$7.50
RAL01159	ELITE ARMORED DWARF GUARDS (2	$7.50
RAL01160	ORC WAR CHIEFTAINS (2)	$7.00
RAL01161	DEMON CREATURES OF CHAOS (2)	$8.50
RAL01250	MEDIUM HEX BASES (6)	$6.95
RAL01251	SMALL HEX BASES (9)	$6.95
RAL01301	GREATER TROGLODYTES (2)	$8.50
RAL01302	TROGLODYTES W/SWORDS (2)	$8.50
RAL01303	TROGLODYTES W/HALBERDS (2)	$7.50
RAL01304	TROGLODYTES WAR PARTY 1 (3)	$8.50
RAL01305	TROGLODYTES WAR PARTY 2 (3)	$9.50
RAL01313	TROLL GIANT	$10.95
RAL01314	BRASS DRAGON	$18.00
RAL01401	WHITE WIZARD (foot & mtd)	$10.95
RAL01402	CARN, WARRIOR/MAGE (foot & mtd)	$11.95
RAL01403	CYMBORIC, HIGH ELF W/LORD (foot &	$11.95
RAL01404	LEONARA, WARRIOR CHAMPION (foot	$11.95
RAL01405	CZARCHON, WITCH KING (foot & mtd)	$10.95
RAL01406	GORE BAD GUY (foot & mtd)	$11.95
RAL01407	BRILL LE ANDRE HERO (foot & mtd)	$11.95
RAL01408	BLACK PRINCE (foot & mtd)	$11.95
RAL01601	DWARF CHAMPIONW/SWORD	$3.50
RAL01602	ORC KING	$3.50
RAL01603	NECROMANCER	$3.50
RAL01604	CHAOS DEATHMASTER	$3.50
RAL01605	GNOME MASTER THIEF	$3.50

3-STAGE CHARACTERS

Blister Packs: 25mm AD&D miniatures - with 3 figures showing the low mid & high level aspects of a character class.

RAL01315	FIGHTER PLAYER CHARACTER (3)	$10.95
RAL01316	RANGER PLAYER CHARACTER (3)	$9.50
RAL01317	MAGIC USER PLAYER CHARACTER(3	$9.50
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	$9.50
RAL01319	ELF THIEF PLAYER CHARACTER (3)	$9.50
RAL01320	PALADIN PLAYER CHARACTER (3)	$9.50
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	$10.95
RAL01322	BARBARIAN PLAYER CHARACTER (3)	$10.95
RAL01323	DWARF FIGHTER (3 STAGE) (3)	$9.50
RAL01324	ELF FIGHTER (3 STAGE) (3)	$9.50
RAL01325	DRUID (3 STAGE) (3)	$9.50
RAL01326	CLERIC 3-STAGED CHARACTER (3)	$9.50
RAL01328	ANTI-PALADIN (3)	$10.95
RAL01329	ELF FIGHTER/MAGE (3)	$10.95
RAL01330	FIGHTER W/AXE (3)	$9.50
RAL01331	ILLUSIONISTS (3)	$9.50
RAL01332	FEMALE FIGHTERS (3)	$9.50
RAL01333	WIZARD MAGE (3)	$9.50
RAL01334	GNOME ILLUSIONIST (3)	$9.50
RAL01335	ANTI-HERO (3)	$9.50
RAL01336	NINJA PLAYER CHARACTER (3)	$9.50
RAL01337	FEMALE MAGIC USER (3)	$10.95
RAL01338	EVIL SHAMAN PLAYER CHARACTER(	$9.50
RAL01339	DROW ELF PLAYER CHARACTER (3)	$9.50



12-040

COLLECTOR'S SERIES

FANTASY ARMY PACKS

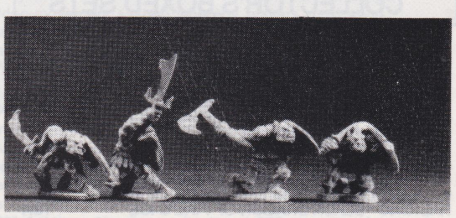
Blister Packs: most have the same figure per pack.

RAL02002	WOOD ELF W/BOW & SWORD (6)	$11.95
RAL02003	WOOD ELF FIRING BOW (6)	$11.95
RAL02004	WOOD ELF W/PIKE (6)	$11.95
RAL02006	SEA ELF W/PIKE (6)	$11.95
RAL02007	SEA ELF ADVANCING (6)	$11.95
RAL02009	HIGH ELF W/AXE (6)	$11.95
RAL02014	HIGH ELF FIRING BOW (6)	$11.95
RAL02016	HIGH ELF CAVALRY W/SWORD (3)	$11.95
RAL02017	STAR BROWS SELECT (3)	$11.95
RAL02018	STAR BROWS SELECT COMMAND (4)	$11.95
RAL02021	DEEP ELF FIRING BOW (6)	$11.95
RAL02023	DEEP ELF W/HALBERD (6)	$11.95
RAL02025	DEEP ELF CAVALRY W/LANCE (3)	$11.95
RAL02031	DWARVEN AXEMEN (6)	$11.95
RAL02032	ELITE DWARF AXEMEN MIXED (6)	$11.95
RAL02033	DWARVES WITH 2 HANDED AXES (6)	$11.95
RAL02036	DWARF W/HAMMER (6)	$11.95
RAL02037	DWARVEN SWORDSMEN (6)	$11.95
RAL02038	DWARF W/CROSSBOW (6)	$11.95
RAL02039	DWARVEN COMMAND (4)	$11.95
RAL02040	SKELETON COMMAND (4)	$11.95
RAL02041	MOUNTED SKELETON KNIGHTS (3)	$11.95
RAL02042	SKELETAL KNIGHTS (6)	$11.95
RAL02043	SKELETAL ARCHERS (6)	$11.95
RAL02044	ASSTD SKELETAL MELEE TROOPS (6	$11.95
RAL02045	DEALERS OF DEVASTATION (6)	$11.95
RAL02046	DEALERS OF DEVASTATION COMMA	$11.95
RAL02050	MIXED IMP SKIRMISHERS (8)	$11.95
RAL02055	RATLING SKIRMSIHERS (6)	$11.95
RAL02056	RATLING ASSAULT TROOPS (6)	$11.95
RAL02057	RATLING COMMAND (6)	$11.95
RAL02058	FANGS OF FURY (6)	$11.95
RAL02059	FANGS OF FURY COMMAND (4)	$11.95
RAL02062	MIXED LESSER ORC ARCHERS (6)	$11.95
RAL02065	MIXED LESSER ORC MELEE TROOPS	$11.95
RAL02070	MIXED ORC SPEARMEN (6)	$11.95
RAL02072	MIXED ORC SWORDMEN (6)	$11.95
RAL02073	KORGS KILLERS (6)	$11.95
RAL02074	KORGS KILLERS COMMAND (4)	$11.95
RAL02077	ORC ARCHERS (6)	$11.95
RAL02079	ORC COMMAND GROUP (4)	$11.95
RAL02093	WOLF RIDERS MIXED (4)	$11.95
RAL02094	WOLF RIDERS & WOLF (4)	$11.95
RAL02095	CENTAUR SKIRMISHERS (3)	$11.95
RAL02097	STEEL WIND CENTAURS (3)	$11.95
RAL02098	ARMORED CENTAURS (2)	$10.95
RAL02102	HEXATRIX RIDERS (3)	$11.95
RAL02103	CHAOTIC WARRIORS (6)	$11.95
RAL02104	WARRIORS OF CHAOS(6)	$11.95
RAL02105	CHAOTIC WARRIOR BOWMAN (6)	$11.95
RAL02106	CHAOS WARRIOR CAVALRY (3)	$11.95
RAL02107	CHAOS PIKEMEN (6)	$11.95
RAL02130	DAE-SHIRU COMMAND (2)	$11.95
RAL02131	DAE-SHIRU SKIRMISHERS (3)	$11.95
RAL02132	DAE-SHIRU REGULARS (3)	$11.95

PLAYER CHARACTERS

Blister Packs: with one 25mm figure

RAL02210	HIGH ELF SWORD	$3.50
RAL02211	HIGH ELF ADVANCING	$3.50
RAL02214	HIGH ELF FIRING BOW	$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	$3.50
RAL02228	HALFINGS W/AXES & SWORDS	$3.50
RAL02301	FIGHTER IN PLATEMAIL W/HELMET	$3.50
RAL02302	PALADIN W/GREATSWORD	$3.50
RAL02303	RANGER IN MAIL W/BOW	$3.50
RAL02304	CHAOTIC WARRIOR W/GREATSWOR	$3.50
RAL02305	CHARGING FIGHTER	$3.50
RAL02307	HEROIC KNIGHT	$3.50
RAL02308	FIGHER WITH LONGBOW	$3.50
RAL02309	ANTI-HERO W/AXE	$3.50
RAL02310	FEMALE FIGHER W/ROUND SHIELD	$3.50
RAL02311	CAVALIER KNIGHT	$3.50
RAL02312	WARRIOR LORD	$3.50
RAL02331	MASTER THIEF	$3.50
RAL02332	BRIGAND THIEF	$3.50
RAL02333	ACROBATIC THIEF	$3.50
RAL02334	CLOAKED ASSASSIN	$3.50
RAL02335	NINJA ASSASSIN	$3.50
RAL02351	WIZARD W/HAT	$3.50
RAL02352	ADVENTURER WIZARD	$3.50
RAL02353	ILLUSIONIST CONJURING	$3.50



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RAL02354	EVIL WIZARD W/SKULL STAFF	$3.50
RAL02355	WIZARD W/RUNESWORD	$3.50
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RAL02912	GIANT RATS (5)	$7.00
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RAL02933	HALF ELF CHAMPION	$3.50
RAL02934	BARBARIAN GIANT	$11.95
RAL02936	ARMORED MINOTAUR W/SWORD	$8.50
RAL02937	FIGHTING PEGASUS	$9.95
RAL02938	SKELETON WARRIORS (3)	$11.95
RAL02939	GNOLL CHAMPION W/HENCHBEASTS	$9.95
RAL02940	SKELETAL GIANT	$11.95
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RAL02948	ARCHERS (3)	$9.95
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RAL02951	KI-RIN	$5.95
RAL02952	SKELETAL BEASTMEN (4)	$11.95
RAL02953	WARCAT W/GNOLL RIDER	$8.50
RAL02954	WINGED DEMON LORD	$10.95
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RAL02963	FEMALE MAGIC USERS (3)	$9.00
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RAL99015	ATLIEDIAN RANGERS (11)	$22.50

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RAL10304	DUNGEON FIENDS (10)	$22.50
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RAL10309	SKELETAL LEGIONS OF LICHE KING (	$22.50
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COLLECTOR'S BOXED SETS

SUPERB BOXED SET

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(Features an evil warlord on a mighty black dragon, attacking a sorceress and her Pegasus mount)

RAL10451	BRIDGE OF SORROWS	$64.95

(From cover of Dragon #92; it is a bridge setting upon which stands an armored Centaur knight and a spellcasting Mage. Before them hovers a huge evil Dragon holding a princess in it's claws.)

RAL10460	BLACK DRAGON OF FIRE & ICE	TBA

RAL PARTHA IMPORTS

Blister Packs: each with one figure unless stated otherwise

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RAL31006	WEREWOLF	$3.50
RAL31007	ZOMBIE	$3.50
RAL31008	MEDUSA	$3.50
RAL31009	MUMMY	$3.50
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RAL31011	BRUISE BROTHERS	$8.95
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RAL31015	SLAYAI, EVIL HIGH SORCERESS	$3.50
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RAL31017	DEMON BEAST	$12.95
RAL31018	COOKING OGRE W/TREE STUMP	$6.95
RAL31019	HORNED CYCLOPS	$6.95
RAL31020	WERERAT	$2.95
RAL31021	EAGLE	$5.95
RAL31022	WRAITH W/FLAMING SWORD	$3.50
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RAL31026	WYVERN	$11.95
RAL31027	UNICORN	$4.50
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RAL31029	ARMORED OGRES OF DOOM	$13.95
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Blister Packs: one figure each. Note: some early FA figures are crude

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RALFA7	MONK W/STAFF	$3.50
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RALFA9	BARBARIAN CHOPPING W/2H SWOR	$3.50
RALFA10	PALADIN W/SWORD	$3.50
RALFA11	ILLUSIONIST W/STAFF	$3.50
RALFA12	NINJA ASSASSIN W/SWORD	$3.50
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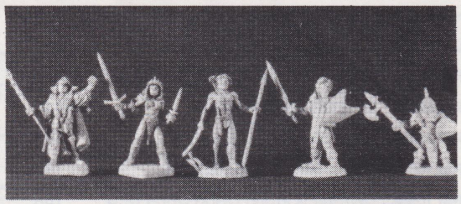

FA67 FA68 FA69 FA70 FA72

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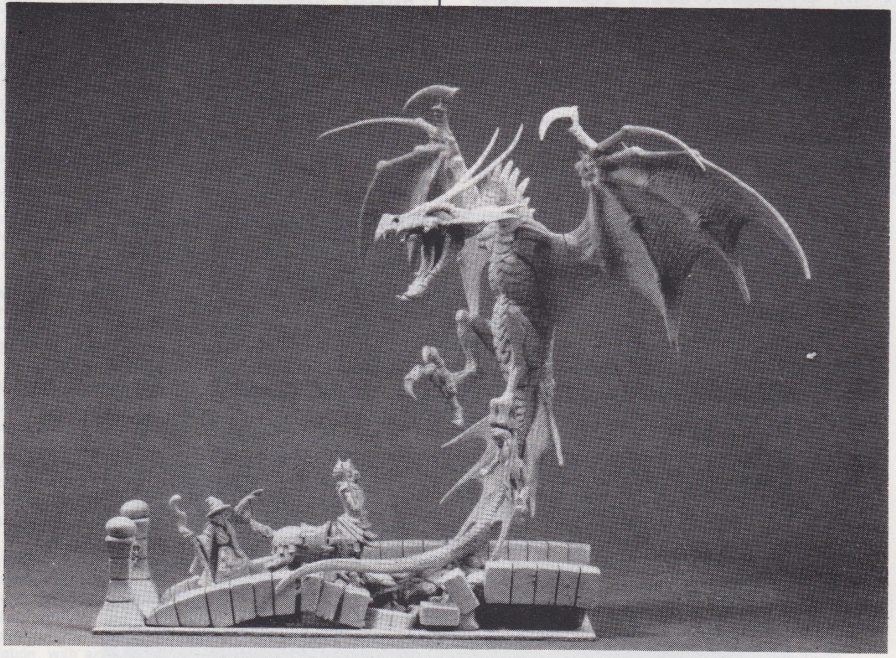

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GRE706	TROLLS (2)	$8.95
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GRE709	MOUNTED KNIGHT & YEOMAN	$8.95
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GRE715	DUNGEONEERS	$8.95
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GRE717	MINOTAURS (2)	$8.95
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GRE719	SKELETONS	$8.95
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Blister Packs: with one 25mm figure in each.

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GRE809	FIGHTING BARD	$3.00
GRE810	THIEF W/SWORD	$3.00
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GRE812	FEMALE CLERIC	$3.00
GRE813	FEMALE ASSASSIN	$3.00
GRE814	CHAOTIC HERO	$3.00
GRE815	NORTHMAN REAVER	$3.00
GRE816	ELF FIGHTER	$3.00
GRE817	ROBED CLERIC	$3.00
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GRE820	HENCHMEN	$3.00
GRE821	KNIGHT W/GREAT SWORD	$3.00
GRE822	EVIL DWARF	$3.00
GRE823	HALFLING SCOUT	$3.00
GRE824	LADY MAGE	$3.00
GRE825	ELF MAGE	$3.00
GRE826	FIGHTER W/CROSS BOW	$3.00
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GRE828	WEAPONMASTER	$3.00
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GRE830	HUNTRESS	$3.00
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GRE832	ORC CHAMPION	$3.00
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GRE834	CHAOS CLERIC	$3.00
GRE835	KNIGHT W/LION SHIELD	$3.00
GRE836	FIGHTER MAGE	$3.00
GRE837	RANGER IN PLATE ARMOR	$3.00
GRE838	ADVENTURING THIEF	$3.00
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GRE853	HALFLING THIEF	$3.00
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GRE896	BLACK SORCERESS	$3.00
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GRE898	LIZARDMAN	$3.00
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FANTASY WARRIORS

Blister Packs: with 3 25mm figures unless stated otherwise

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GRE902	CLERIC & COMPANIONS	$9.00
GRE903	RANGER & COMPANIONS	$9.00
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GRE908	OGRE BERSERKER (1)	$9.00
GRE909	OGRE MERCENARY (1)	$9.00
GRE910	ORC WOLF RIDER CHAMPION (1)	$9.00
GRE911	ORC WOLF RIDER ARCHER (1)	$9.00
GRE912	ORC WOLF RIDER (1)	$9.00
GRE913	DWARVEN URVINE CAV W/SPEAR (1)	$9.00
GRE914	DWARVEN URVINE CAV W/AXE (1)	$9.00
GRE915	DWARVEN LEADERS (2)	$9.00
GRE916	UNDEAD WARRIORS W/2HCW	$9.00
GRE917	UNDEAD WARRIOR W/ SWORD & SH	$9.00
GRE918	UNDEAD WARRIORS (2)	$9.00
GRE919	GOBLIN ARCHERS	$9.00
GRE920	GOBLIN WARRIORS	$9.00
GRE921	GOBLIN CHAMPIONS	$9.00
GRE922	BARBARIAN WARRIORS	$9.00
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GRE924	BARBARIAN ARCHERS	$9.00
GRE925	L.GOBLIN RABBLE	$9.00
GRE926	GREAT GOBLIN	$9.00
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GRE932	DWARVES W/2 HANDED WEAPONS	$9.00
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GRE940	TROLL WITH STONE CLUB (1)	$9.00
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GRE943	ORCS WITH HAND WEAPONS	$9.00
GRE944	ORCS WITH POLE ARMS	$9.00
GRE945	ORCS WITH SCIMITARS	$9.00
GRE946	ORCS WITH SPEARS AND SHIELDS	$9.00
GRE947	ORCS BOLT THROWER	$9.00
GRE948	ORCS WITH BOWS	$9.00
GRE949	ORCS CHAMPIONS (2)	$9.00
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FANTASY PERSONALITIES

Blister Packs: with one 25mm figure

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GRE1106	ASSASSIN	$3.00
GRE1107	NINJA CHAMPION	$3.00
GRE1108	ELF CHAMPION	$3.00
GRE1109	DWARF CHAMPION	$3.00
GRE1110	MERCENARY	$3.00
GRE1111	HALFLING ADVENTURER	$3.00
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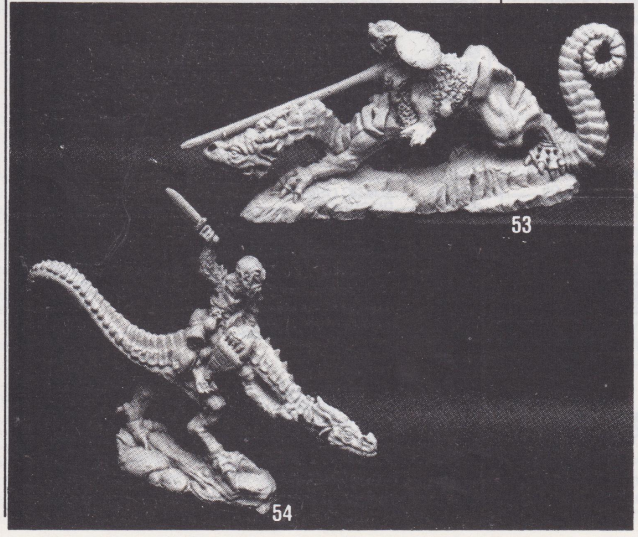

BLADESTORM

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GRE1408	FIGHTING MEN COMMAND	$12.95
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MMM175	SARUMAN AT ORTHANC	TBA
MMM176	GANDALF IMPRISONED @ORTHANC	TBA
MMM177	DUNLENDINGS OF ISENGARD	TBA
MMM178	UGLUK URUK-HAI ORC	TBA
MMM179	HALF ORCS	TBA
MMM180	HALF ORC CAPTAIN	TBA
MMM181	WORMTONGUE SARUMAN'S SPY	TBA
MMM182	MANNISH CAPTAIN OF ORTHANC	TBA
MMM183	WHITE HAND ORC WITH MERRY	TBA
MMM184	WHITE HAND ORC WITH PIPPIN	TBA

ENTS OF FANGORN

MMM185	TREEBEARD, MERRY & PIPPIN	TBA
MMM186	QUICKBEAM	TBA
MMM187	SKINBARK	TBA
MMM188	FIMBRETHIL ENTWIFE	TBA
MMM189	ENTING	TBA
MMM190	HUORN (KILLER TREE)	TBA

GONDOR

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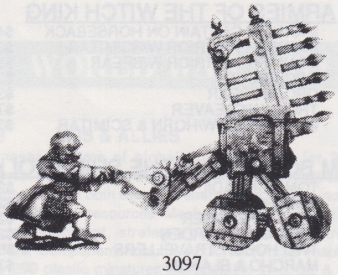

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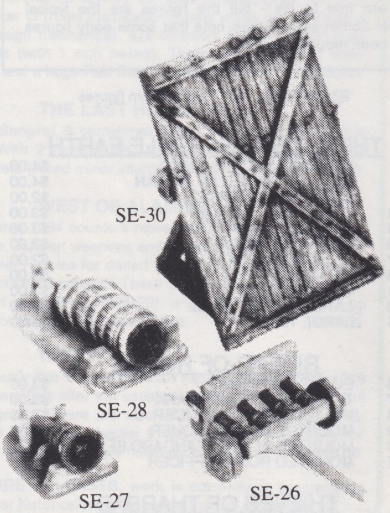

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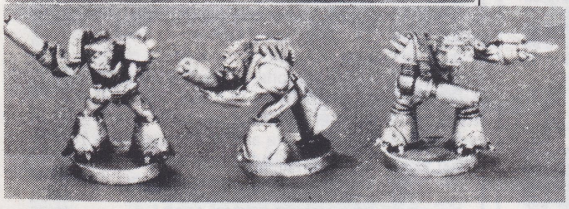

5053

FOLIO WORKS

FOLIO WORKS is a new English company, consisting of ex-Citadel staff "From the good old days when White Dwarf was a magazine, not a catalog." They have produced a playable set of fantasy rules - FANTASY WARLORD, and support this with an excellent new magazine - RED GIANT! They are working on a set of sci-fi rules, HIGH COMMAND, and their figures for these rules are already quite popular, especially the Saurians.

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CI70315	SLAANESH RENEGADE	$14.95
CI70327	RENEGADE HVY WEAPON	$13.95
CI70341	CHAOS RENEGADE 40K	$18.00
CI72583	GENESTEALER PATRIARCH	$29.95
CI72596	GENESTEALER HYBRID	$14.95
CI72603	GENE STEALER HUNCHBACK	$19.95
CI72616	TYRANID HUNTER-SLAYERS	$14.95

40K BOXED SETS

CIRTB1	IMPERIAL SPACE MARINES (30 plastic	$54.99
CIRTB2	SPACE ORC RAIDERS	$59.95
CIRTB5	LAND RAIDERS	$49.95
CIRTB7	IMPERIAL GUARD BOXED (30)	$54.95
CIRTB8	PREDATOR	$29.95
CIRTB9	TERMINATOR BOXED SET (8)	$59.95
CIRTB10	PLASTIC SQUATS BOXED (36)	$54.95
CIRTB11	LANDRAIDER (1)	$34.95
CIRTB12	RHINO ARMORED ASSAULT VEH (1)	$26.95
CIRTB14	SPACE ORKS BATTLEWAGON & CRE	$49.95
CIRTB15	STRIKE FORCE	$59.95
CIRTB16	TERMINATORS & TYRANIDS	$45.00
CIRTB17	ELDAR GUARDIANS (20 METAL FIGS)	$59.95

EPIC 40,000

CI72701	IMPERIAL TITANS	$19.95
CI72714	IMPERIAL ARMORED VEHICLES	$14.95
CI72738	ELDAR TITANS	$19.95
CI72789	ASSORTED VEHICLES	$14.95
CI72809	ONE MAN TITAN	$14.95
CI72812	TITAN VARIANT KIT	$14.95
CI72848	NURGLE EPIC DEMONS	$17.95
CI72851	KHORNE EPIC DEMONS	$17.95
CI72863	TZEENTCH EPIC DEMONS	$17.95
CI72875	SLAANESH EPIC DEMONS	$17.95

MARAUDER

MARAUDER is an English company which is a sub-division of Citadel miniatures, and all of their figures are made for Warhammer Fantasy and 40K. However, we currently have no stocks, but are hoping to see a large shipment around October. Regretably, MARAUDER, like Citadel, *put all their prices up one third!*

ACRYLIC PAINTS

PAINT SETS

CIP1	COLOUR PAINT SET	$34.95
	(Skull White, Chaos Black, Blood Red, Bronzed Flesh, Woodland Green, Enchanted BLue, Sunburst Yellow, Mithril Silver, Shining Gold.)	
CIP2	CREATURE PAINT SET	$34.95
	(Rotting Flesh, Goblin Green, Elf Grey, Worm Purple, Hobgoblin Orange Orc Brown, Spearstaff Brown, Swamp Brown, Swamp Brown, Chainmail.)	
CIP3	MONSTER PAINT SET	$34.95
	(Imperial Purple, Titillating Pink, Electric Blue, Moody Blue Bestial Brown, Bilious Green, Brazen Bronze, Red Gore, Ghoul Grey.)	
CIP4	EXPERT INKS SET	$34.95
CIP5	SPACE MARINE PAINT SET	$34.95
	(Bolt Gun Metal, Sal Black, Sal Green, Marine Dark Blue, Ultramarine, BlueGrey, SpaceWolfGrey, Terracotta, Angle Orange.)	
CIP6	ORC & ELDAR PAINT SET	$34.95
	(Yellow, Red, OrkFlesh, Leather, Crimson, Green, Turquoise, Bone, Tin.)	
RAL77750	CHAOS WAR COLOURS	$16.50
	(Mold, slate, burgundy, metallic blue & green & red)	
RAL77730	PARTHA FANTASY PAINTS	$24.95
	(Silver, gold, blue, white, black, yellow, red, green, brush, figure)	
RAL740	BATTLETECH AUTUMN COLOURS	$16.95
	(Autumn gold, khaki, brown, woodbrown, pine green, armor grey)	
RAL741	BATTLETECH SUMMER COLOURS	$16.95
	(Flaxen yellow, adobe & dunkel brown, evergreen, armor grey, olive)	
RAL77790	SILKS AND SATINS AD&D	$16.95
	(royal blue, lavindar, blue, royal red, white & green)	
RAL77791	NATURAL COLORS AD&D	$16.95
	(brown, yellow, pink, orange, moss green, water blue)	

PAINTING ACCESSORIES

RAL77725	SPRAY PRIMER	$9.95
RAL77726	SPRAY CLEAR MATTE SEALER	$9.95
RAL77727	DRAGONSCALE METALLIC CREME KI	$19.95
	(metallic rub-on wax red, gold, green, blue, bronze, silver)	
RAL77728	BRUSH KIT	$17.95
RAL77729	SPONGE APPLICATOR BRUSHES	$3.50

INDIVIDUAL PAINTS

RAL PARTHA ACRYLICS

RAL77701	GOLD METALLIC	$2.95
RAL77702	SILVER METALLIC	$2.95
RAL77703	BRONZE METALLIC	$2.95
RAL77704	STEEL	$2.95
RAL77705	FLESH	$2.95
RAL77706	WHITE	$2.95
RAL77707	GRAY	$2.95
RAL77708	BLACK	$2.95
RAL77709	SHAMROCK GREEN	$2.95
RAL77710	FOREST GREEN	$2.95
RAL77711	DUN	$2.95
RAL77712	LEATHER	$2.95
RAL77713	RED BROWN	$2.95
RAL77714	DARK BROWN	$2.95
RAL77715	IVORY	$2.95
RAL77716	YELLOW	$2.95
RAL77717	ORANGE	$2.95
RAL77718	RED	$2.95
RAL77719	SKY BLUE	$2.95
RAL77720	TRUE BLUE	$2.95
RAL77721	DARK BLUE	$2.95
RAL77722	COPPER METALLIC	$2.95
RAL77723	PURPLE	$2.95
RAL77731	KHAKI	$2.95
RAL77761	AGED METAL AD&D	$2.95
RAL77762	FROST GIANT WHITE AD&D PAINT	$2.95
RAL77763	MINOTAUR BROWN AD&D	$2.95
RAL77764	HELL HOUND BROWN AD&D	$2.95
RAL77765	DAMSEL FLESH AD&D	$2.95
RAL77766	MAINCORE MANE YELLOW AD&D	$2.95
RAL77767	MOLD YELLOW AD&D PAINT	$2.95
RAL77768	GOBLIN FLESH TANGERINE PAINT	$2.95
RAL77769	DRAGON SCALE RED AD&D PAINT	$2.95
RAL77770	TENTACLE RED AD&D PAINT	$2.95
RAL77771	DRAGON TONGUE PURPLE AD&D	$2.95
RAL77772	SEMBIA RED AD&D PAINT	$2.95
RAL77773	CORMYR BLUE AD&D PAINT	$2.95
RAL77774	MIND FLAYER MAUVE PAINT	$2.95
RAL77775	PALADIN BLUE AD&D PAINT	$2.95
RAL77776	DRAGON SCALE BLUE PAINT	$2.95
RAL77777	BULLET BLUE AD&D PAINT	$2.95
RAL77778	REMORHAZ BLUE AD&D PAINT	$2.95
RAL77779	STORM GIANT GREEN PAINT	$2.95
RAL77780	BEHIR BLUE AD&D PAINT	$2.95
RAL77781	TROLL FLESH GREEN AD&D PAINT	$2.95
RAL77782	ELVEN GREEN AD&D PAINT	$2.95
RAL77783	GHOUL FLESH LIME PAINT	$2.95
RAL77784	BULLYWUGS BELLY GREEN PAINT	$2.95

CITADEL INKS

CIINK1	RED INK	$4.00
CIINK2	ORANGE INK	$4.00
CIINK3	YELLOW INK	$4.00
CIINK4	GREEN INK	$4.00
CIINK5	BLUE INK	$4.00
CIINK6	PURPLE INK	$4.00
CIINK7	BROWN INK	$4.00
CIINK8	CHESTNUT BROWN INK	$4.00
CIINK9	BLACK INK	$4.00
CIINK10	LARGE BLACK INK	$4.00

MILITARY SIMULATIONS
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